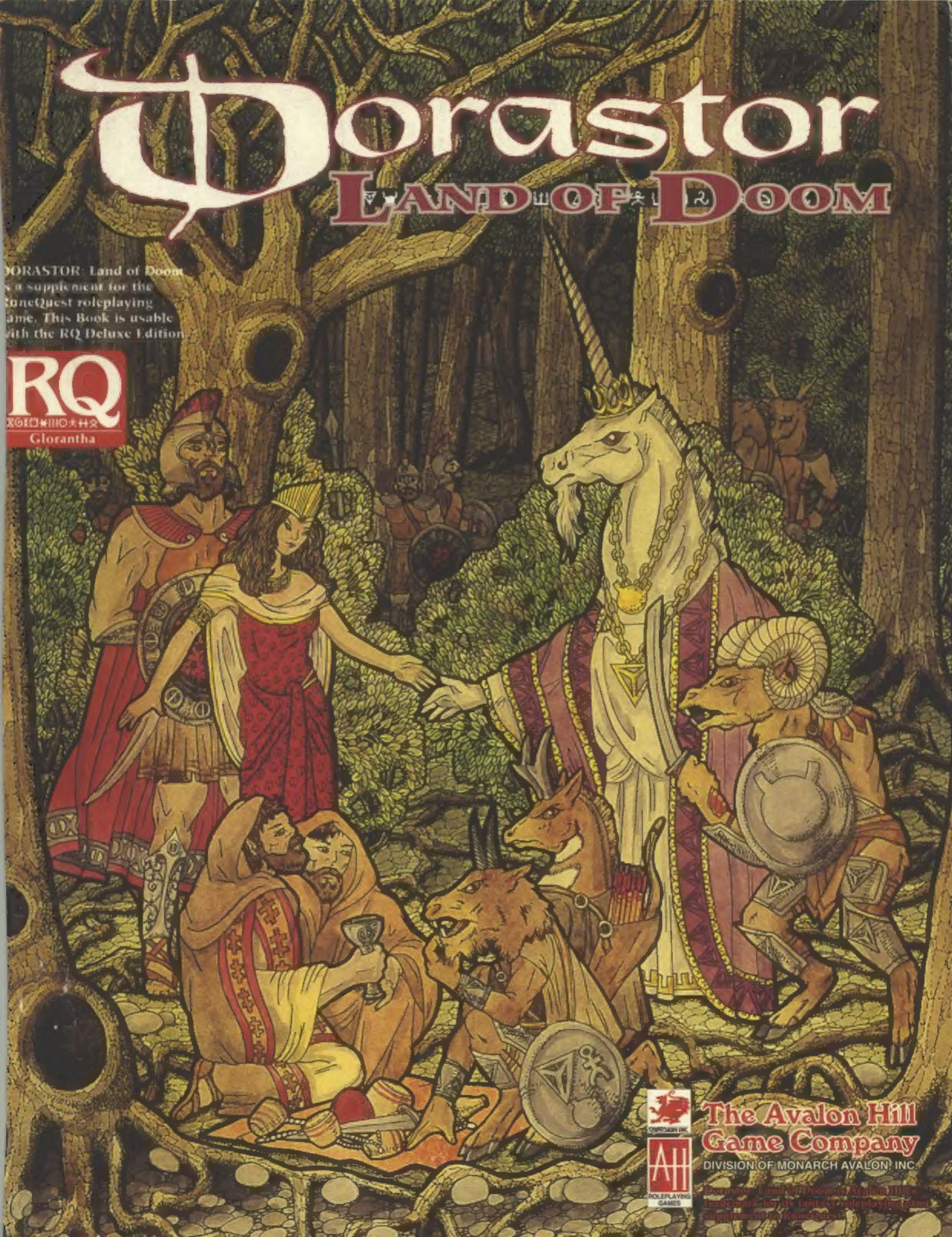


Phorastor

LAND OF DOOM

PHORASTOR: Land of Doom
is a supplement for the
 RuneQuest roleplaying
 game. This Book is usable
 with the RQ Deluxe Edition.

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Glorantha



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DORASTOR

Land of Doom

Design: Sandy Petersen, Ken Rolston, Greg Stafford

Contributing Design: Troy Bankert, Ken Kaufer

Development and Editing: Ken Rolston

Dorasta and Telmor Cults and The Path of Illumination

Sandy Petersen, Greg Stafford, Troy Bankert, & Oliver Jovanovic

The Irripi Ontor Report and Storm Bull Broadside

Finula McCaul, Paul Reilly, & Oliver Jovanovic

Original Gloranthan Setting Design

Greg Stafford

Cover Painting

Linda Michaels

Maps and Diagrams

Matt Pumphrey & Eric Hotz

Interior Illustrations

John Snyder & Merle Insinga

Production and Layout

Jean Baer, Matt Pumphrey, Stephen Langmead, & Debbie Chaillou

Playtesting and Error Trapping

Mike Dawson, Oliver Jovanovic, Troy Bankert, David Dunham,

Paul Harmaty, Anna Harmaty, Daria Swain, Henry Monteferrante, Brian Cummings, Dick Garner



DORASTOR: LAND OF DOOM

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DORASTOR: LAND OF DOOM is a supplement intended for use with the RUNEQUEST roleplaying game. To direct questions or comments concerning that game or this book, write to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214, USA. For a reply, please enclose a stamped, self-addressed envelope.

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About the Cover: The Treaty of the Seventh Wane

The cover painting is based on the monumental stained glass composition by the same name from the Great Temple of the Red Emperor in Glamour. The idealized scene depicts Ralzakark, King of the Broos and Lord of Dorastor, and the young Amal-See Calax, Priestess of the Red Moon and Envoy of the Imperial Trade Legation, concluding negotiations for the Lunar-Dorastan Trade Treaty of 1580 (7/10). This is one of a series of fourteen stained glass windows commemorating the triumphs of the Empire in the Seventh Wane.

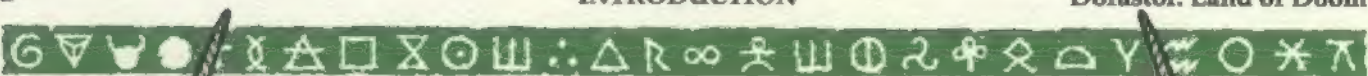


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		Pullout Map	Dorastor and Talastar in the Time of Hakon the Swimmer

The Dorastor Campaigns

Introduction

This supplement is a RuneQuest Gloranthan source pack with encounters and campaign elements for the chaos-blasted lands of Dorastor lying along the Rockwood Mountains south of the Lunar Provinces.

Dorastor: Land of Doom follows the Avalon Hill Deluxe Edition of the *RuneQuest* rules, and many of the divine spells and creatures listed are taken from *Gods of Glorantha*, *Troll Cults*, *Elder Secrets*, and *Gloranthan Bestiary*.

Dorastor

Dorastor was a center of cosmopolitan culture in First Age Glorantha. The Golden Empire of Nysalor and the Great Enlightenment was the pinnacle of First Age history. However, the greatest hero of the age, Arkat the Destroyer, was an implacable enemy of Nysalor and the Golden Empire. In the Gbaji Wars, Arkat's armies and potent magics utterly destroyed Dorastor's civilization, cursed and blasted its lands, and exterminated or scattered its peoples.

At some point in the Second Age, life rekindled in the wastelands of Dorastor. That life was everywhere warped and twisted by chaos, and the desolate land was populated by nightmare horrors. At the center of this reborn Dorastor is the shadowy figure of Ralzakark, king of the broos, an unchallenged master of Third Age Dorastor, a hero who claims to have been born in the First Age. Ralzakark orders great armies of broos, commands the loyalty of countless misshapen monsters, and treats as a diplomatic equal with the great Lunar Empire.

The Riskland Campaign

The king of Talastar and the Lunar Empire have completed agreements granting the right to establish a new settlement in Riskland, unpopulated lands within the borders of ancient Dorastor. The Red Emperor has promised that the worship of Orlanthi shall not be persecuted in these newly settled lands, and so devout Orlanthi from throughout the subject

lands of the Barbarian Belt desire to come settle here. Talastar and the Empire conceive of this new settlement as a buffer between the civilized Lunar provinces and the savage servants of chaos in Dorastor's heartland. The danger is great, but the prospect of free land, free worship, and ancient treasure is a persuasive lure to the desperate and the adventurous.

Campaign Resources

This supplement presents a campaign for low- and mid-level characters of various backgrounds on the frontier borderlands of Dorastor. Setting elements and a proposed scenario outline take a group of characters through their arrival and first year in the Riskland campaign.

The campaign outline may be followed, or the Riskland setting can be adapted as a home base for mid- or high-level adventuring into the heart of Dorastor. Descriptions of major inhabitants, their cultures, and important locations, along with an exceptionally extensive and lurid selection of possible encounters, provide the elements necessary for developing or improvising a variety of RuneQuest campaigns in Dorastor. Suggestions for adapting or extending these elements into short adventures or full-scale campaigns are scattered throughout the text. A series of future supplements will also develop various aspects of the Dorastor and Riskland campaign settings.

The Talastar Papers

Accompanying this 128-page campaign book is the 16-page *Talastar Papers*, a collection of documents and references designed as player aids. See the first page of this booklet for a description of its contents and directions for its use.

Pullout Maps

A full-color map, "Dorastor and Talastar in the Time of Hakon the Swimmer", is provided as a pullout reference.



How to Use This Supplement

Read first the handouts from "The Talastar Papers," which give a concise and flavorful overview of Dorastor. Next, review the "History of Dorastor and Talastar" for a survey of important events, personalities, and themes that shaped modern Dorastor.

Now read the Riskland Campaign. Even if you don't use the Riskland campaign outline, the Hazard Fort setting is an ideal jumping-off point for expeditions into deeper Dorastor.

If you plan to develop your own Dorastor campaign for mid-or high-level characters, read "The Lunar Trade Route" in the "Important Locations" section. The passage of the trade caravans through Dorastor provides a flexible central structure for a mid- or high-level campaign, with adventurers serving as caravan scouts or guards, or accompanying the caravan for security. Along the way adventurers may encounter the mobile marvels of Dorastor (see the "Encounters" section), and may make side trips to visit the various local cultures, ancient ruins, and personable monstrosities of this chaos-fertile land.

Another elegantly simple campaign conception is the Chaos-Killing Safari. A quick review of "Encounters" reveals why Dorastor is such a popular venue for chaos-hating crusaders and fearless

hunters and warriors. An equally simple campaign structure is the Widget Hunt. Numerous ancient magical treasures of the lost Feldichi race and the Bright Empire, including pieces of the Unbreakable Sword and the Crown of Insight, lie hidden in Dorastor. It is a simple matter to hand your adventurers the Dorastor map, place "Encounters" along the path, pile "Encounters" on the destination, and pursue with "Encounters" all the way home.

The Surgeon-Imperial's Warning

Many of the creatures featured in the "Encounters" section are very, very, very deadly; some are virtually indestructible. Confronting your adventurers with such encounters may be a case of gamemaster negligent homicide unless you give them fair warning of their peril and leave them clear lines of retreat.



Central Genertela

(detail from Gref's
The Lunar Empire)

Gref's map, *The Lunar Empire*, is based on military maps of the Provincial Survey, and the standard popular reference for maps of the Lunar Territories. Maps based on *The Lunar Empire* (called "grefs") may be examined in any Irripi Ontor or Etyries shrine or trading post in the Empire. The scale is only marginally creditable.

Travelers from the southeastern territories of the Empire headed for Dorastor would travel from Pavis west to Aldachur in Sartar, then northwest through Tarsh along the Oslir, striking west again for Talastar. No reliable direct route through the Aggar highlands is known. The trip should take between ten and twenty days, depending on the season and weather.

A History of Dorastor and Talastar

The History of Dorastor

Mythical Prehistory

Gata, the first goddess, conceived and bore a son without any husband. This son, Genert, fathered upon Gata many daughters who became the local earth goddesses. One daughter, Pela, gave her name to Peloria. This most beautiful and generous of all land-goddesses was taken by Genert to wife. One child of this union was a goddess named Dorasta, namesake and local earth goddess of Dorastor.

Dorasta took to husband a forgotten god whose name and origin are not known. Their progeny were the race called *Feldichi*, which signifies "wise people." In the time of Chaos, both husband-god and the *Feldichi* were slain and disappeared from memory. The identity of their slayers is not recorded. The *Feldichi* are characterized as a marvelous society with arcane magics, their haunted ruins resonating with ancient powers waiting to be invoked by a sympathetic visitor. Popular legends suggest that the lost treasures of the *Feldichi* await discovery beneath the mountains of Dorastor.

One of Dorasta's sons by the unnamed husband is named Tobros. The Tobros Mountains are the place where Tobros was laid to sleep after he suffered an unhealable poisonous wound. The frequent local earthquakes and volcanic disturbances in the Tobros chain are caused by the giant's fitful restlessness as he slumbers beneath the mountains.

Another oft-recounted myth is the Wolf-Bear legend attributed to the people of Dorasta Shrine:

When the Darkness came and the monsters of Chaos dropped through the sky, Genert was killed, Gata cracked open, and the Earth-Queen fell asleep. Dorasta, too,

slept. Deep in a secret cave a sacred animal, the Wolfbear, hibernated as well, and the Darkness swept over them.

For centuries the people of Dorasta Shrine have waited for the hero who will wake the Wolfbear from his slumber, for then shall Dorastor be restored to its ancient glory.

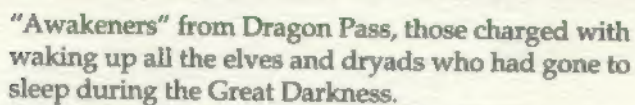
The Dawn Age and the Broken Council

"With the end of the Great Darkness," the historian Meillis says, "the new world awakened. The Gods and their doings passed forever from the stage of Creation. Now to the fore came the mortal races and their sagas of blood, triumph, and disaster. This was the Dawn Age, era of heroes, great discoveries, and the rise and fall of empires." This period marks the crowning magical achievements of the Second Council, and the catastrophic Gbaji War that ends the era.

The World Council of Friends: Our first records of historical Dorastor come from annals of the Grand Council of Life, a confederation of many races ruling the distant land of Dragon Pass. The Grand Council's members included trolls, dwarfs, elves, dragonewts, humans, and the now-extinct race called the Gold Wheel Dancers. The Council sent out explorers to map the new world, and to guide survivors out of the darkness of fear and prejudice. Thus did their missionary work progress for years.

They appear to have made no more than a cursory survey of Dorastor at first. Records note the discovery of humans in Aggar in 98 ST and in Talastar two years later, but note only that Dorastor was an empty wilderness.

Kalasma the Settler saw opportunity in this wilderness, and moved to Dorastor with a large following in 114 ST. His writings describe the elves he found in the western hills, including the



Dorastor blossomed under cultivation, and Kalasmas and his followers flourished. He named the various territories after his family members. Thus he called the north Gadmusland, and the south Benksland. Skal, the warrior who wed Kalasmas' daughter, gave his name to Skalsland.

In 137 ST a granddaughter of Kalasmas, named Vyrope, discovered the Cleft of Dorasta and became Dorasta's first priestess. Ten years later her consort, Kulebras, traveled to Thunder Mountain and returned with the sword Ironbreaker as a test of his worthiness. They had several children, of whom Isidros the Dancer is the most famous. Kulebras is famous too, for fathering the dynasty which bore Ironbreaker for centuries. His most famous descendant was Distan, legendary general for Arkat the Destroyer.

Isidros the Dancer received his name for his youthful wanderings with the elves, fairies, and magical creatures who formed the forest court of Barkuli, a gladsome satyr god of nature. Isidros discovered the first Feldichi ruins at Dokat, and its three great legendary wonders: singing warding markers; scrolls

which translated from one language to another; and ice which did not melt until placed in liquid.

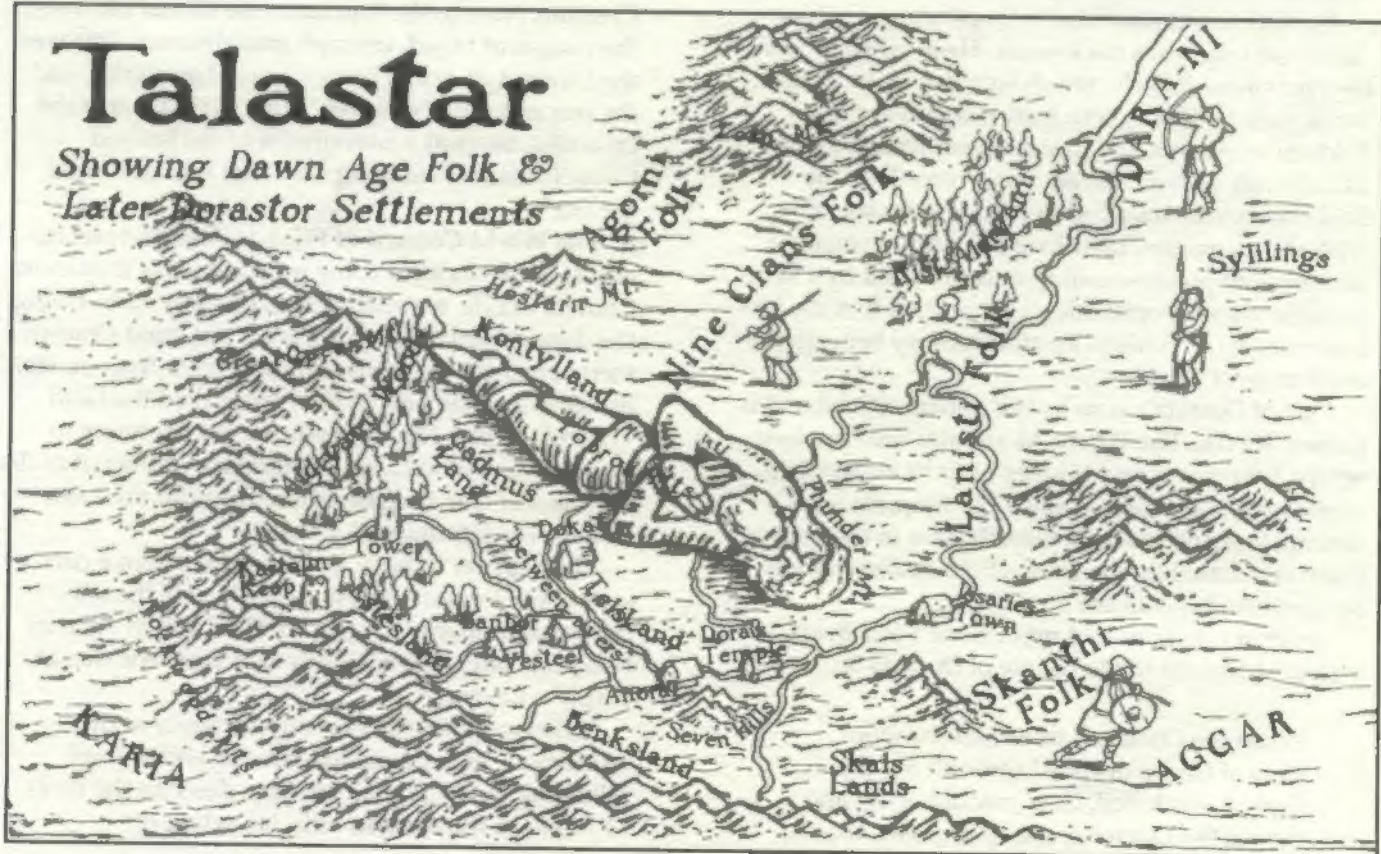
Others soon sought Feldichi ruins and explored their wonders. In 149 a team of scholars from Dragon Pass, mounted on wyrms and dragons, charted many sites and first discovered Kartolin Pass.

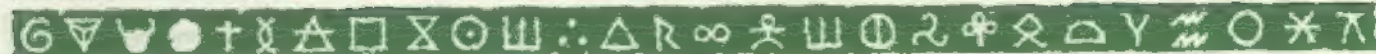
In 150 the people of Dorastor sent a legion of explorers through Kartolin Pass towards Ralios. In the valley beyond the pass, they found the Kivitti — the marvelous Elephant People. Rebuffed by the Kivitti, they withdrew, and to guard the pass, Gwalynkas the Good commanded dwarf masons to build Kartolin Fort at great expense. His brother was the first Keeper of Kartolin, and held the position for almost 150 years.

Gwalynkus the Good was described as part-human, a descendant of Kalasmas through the line of Gadmus. However, he claimed the blood of other races ran in his veins, too. His maternal grandfather was a dwarf named Kobri Flapear, who lived and worked at Dokat. His father's maternal grandmother was the daughter of a dryad, abandoned as a foundling at the doorstep of her future father-in-law.

Gwalynkus is credited with engineering the consolidation of Dorastor as a nation through diplomacy, persuasion, and intimidation. He married

Showing Dawn Age Folk &
Later Dorastor Settlements





Florencia-Sillinhalia, one of the last Gold Wheel Dancers. He also established Dorastor's first coinage, modeled after the Dragon Pass currency.

The Rise of the Second Council: Around 80 ST, the World Council encountered a northern people who refused to embrace the Council's guidance. Horse nomads called "the riding men," who boasted the title of Sons of the Sun, ruled "the walking hands," a dominated slave race who worked the land for the luxury of their lords. These northern folk worshiped solar gods, while most World Council folk acknowledged the superiority of Orlanth and the storm gods. Soon disputes between the Council and the Sons of the Sun inflamed ancient mythic hostilities into open conflict.

This violent disorder greatly alarmed the World Council. Soon peace-preaching council members were replaced by champions of war gods. As incidents grew in frequency and bloodshed, war sentiments grew, and by 180 ST, the belligerent factions re-christened the World Council as the High Council of Genertela, or Second Council. The council seat was moved to Dorastor where unique magics had been found; many hoped to harness these magics to the war effort.

In 200, the High Council held a fifteen day celebration to mark the beginning of their reign. As people prayed, danced, and caroused, the council worked to raise a tower to mark their power and commitment. During the fifteen days, there arose from the soil a huge mountain, sheer-walled, and shimmering. The Council named it the Tower of Justice, and so long as it stood, so would their dominion.

They then laid the plans for their new capitol. Barbaric chieftains from Ralios sent exotic presents. Kings from all of friendly Peloria brought wealth and magic to flatter the council. Army generals sent back captured slaves to work on the city.

The horse nomads, Sons of the Sun, were a powerful folk, who had held the northern territories since before Time. In 230, a combined effort by the Second Council trapped the nomad cavalry at the battle of Argentium Thri'ile. The nomads were slaughtered with terrible vigor. Instrumental in the battle were the Praxian animal riders, whose leaders received grants of land in Peloria for their valor and thus began several dynasties of Pelorian animal-riders. The few surviving Sons of the Sun did not surrender, but returned to their herds, packed their belongings, and abandoned the land, riding eastwards to their ancestral breeding ground in Pent.

Expansion and Consolidation: After the horse-people left, the "walker" populace of former slaves

instituted their own governments. Three cities on the Oslir River combined forces, forming the Dara Happa Tripolis. They remained loyal to their former gods of the sun, however, and soon proved as formidable a foe to the Council as had the horsemen who had been driven out.

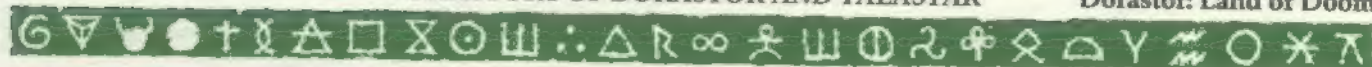
In Ralios, armies from Dorastor crossed Kartolin, drove the Elephant People from the lowlands of Karia, and forced their way into Ralios. There they found a land which seemed nearly empty of humans. At least, the river valleys were empty, and Dorastan farms sprouted like weeds. Unfortunately, the uplands surrounding the valleys thronged with hill barbarians who soon overcame their initial fear and began raiding the rich valley dwellers. In response, the Dorastor immigrants imported non-human allies to defend them. In many of the western lands, dragonewts had been extinct since before time. During this era, they were re-introduced. Trolls and dragonewts found the hills of Ralios much to their liking. Soon the land was infested with raiders and counter-raiders. The troll and dragonewt cultures avoided contact with human societies other than as mercenaries, and in time had spread as far as Seshnela.

In 320, both the barbarians and the Dorastor folk (plus their allies) mustered huge conventional armies and met in Otkorion for the the bloody battle of Zebrawood. Both sides claimed victory, but the exhausted opponents withdrew into defensive lines and exchanged little more than dire threats for many years.

Around 350, the Dari Alliance rose to strength in the center of Ralios. This nation used many secrets learned from the distant Second Council, and though no ally to Dorastor, the Alliance was at least a foe to the hill barbarians. Emulating the Council, the Dari Alliance often hired inhuman mercenaries, who never failed to daunt its foes.

The Sunstop: As the Second Council prospered, folk came from distant lands to study Dorastor's ancient mysteries. Scholars claimed to have discovered the secrets of the universe. Guided by these scholars, the Second Council resolved to restore the glory of the Gods Age by creating a god, perfect in every way for all people.

But the Council was not united in its resolve. Challenges echoed in the stately Hall of Inquiry, swords clashed in Dorastor, and war broke out in distant provinces. Trolls and dragonewts withdrew from the Second Council, but were replaced by the Dara Happa Tripolis, which joined the Council and threw all its resources behind the success of the project. When the civil strife was at last convincingly suppressed by the efficient military elite, the Council decreed the Birth of the Creation.



Great rituals were enacted, and spirits summoned from all quarters of the universe. Signs were screened, and arcane heirlooms sacrificed. Legend says that tens of hundreds of thousands lent their power to the project, and that the rites proved more potent than any had imagined.

In 374, the Genesis of the Perfect One reached its climax. The sun stopped in the sky.

One poetic account of this event reads:

"Then dark strands grew bolder in the sky, like huge loops of rope, hooked tautly over the sun. Soon we saw a great dark net, straining to wrestle the sun back to its path. The weave strained, then snapped, and unearthly shadows spread forth upon the land.

"Then a great dark spot rose into the sky upon the net. This huge blotch flickered with a smoky glow, creeping across the face of the sun, blotting it out, and wreathing the world in chilling shadow. A cry of bleak terror pierced the world, then the dark sky-web vanished, and the edge of the sun crept into view. The shadow disappeared, and the sun brightened, but to all it seemed paler, and less certain in its bearing."

In Dorastor, there was a miraculous birth. Born was Osentalka, the Perfect One. The Councilors called him Nysalor, the White Light. He was a wonder and a miracle to behold, and his worship was forthwith ordained.

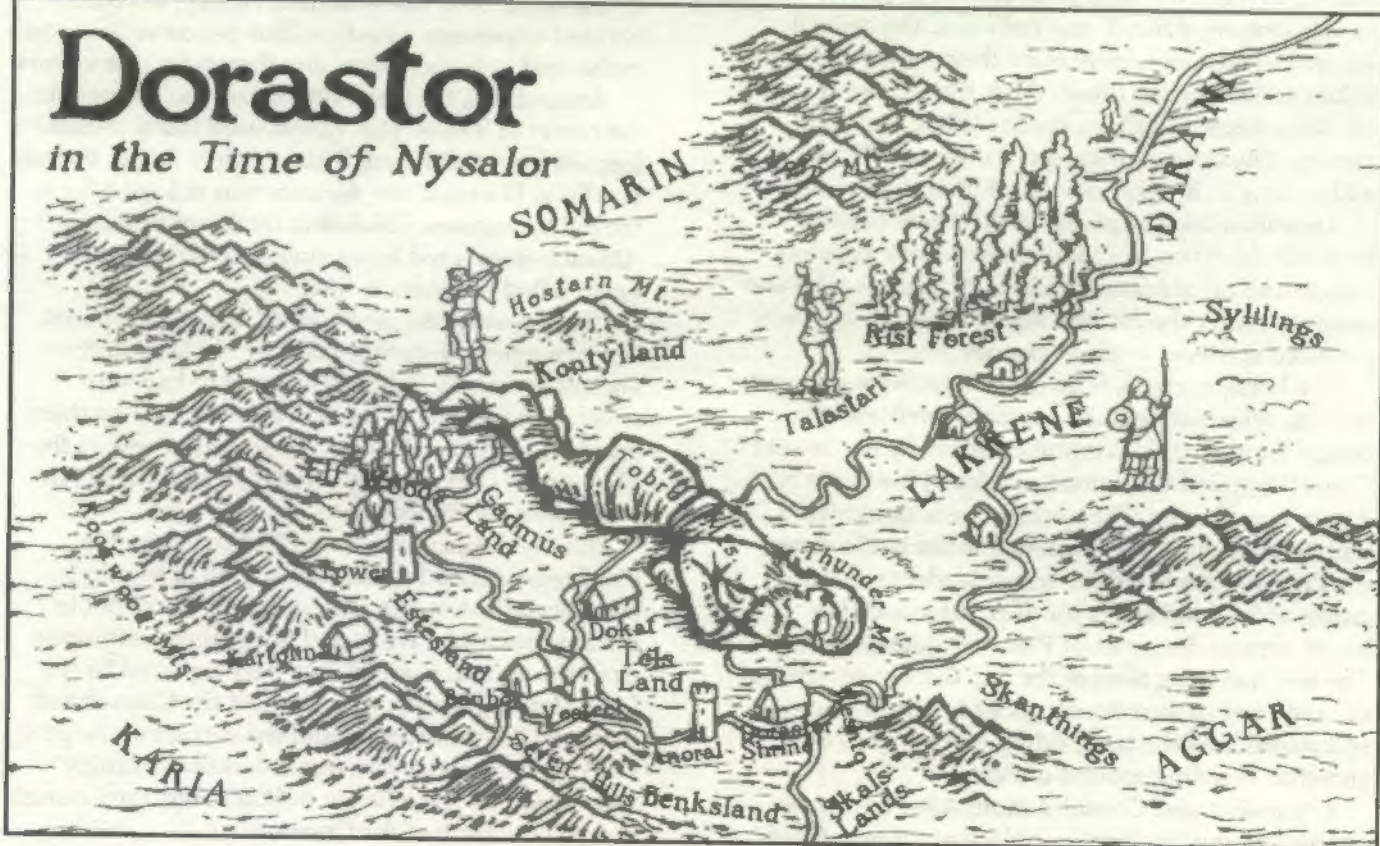
The Age of Nysalor and Great Enlightenment: The Golden Empire reigned during the life of Nysalor, which spanned the years from 374 to 449 ST. Its center was Dorastor, in the lofty halls of crystal and faience which people termed the City of Miracles. There dwelled the god among men, Nysalor, and his councillors and students.

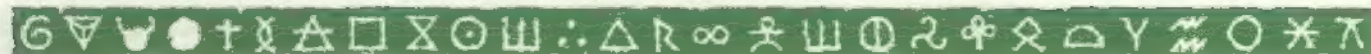
This god was the counselor of kings and the hand-friend of the friendless. All tales recount his remarkable powers, even at birth, which no hero or spirit could match. He usually appeared as a handsome youth, sometimes as a female, though to some he appeared as a child or an ancient. The parables prove him a wide-famed and popular figure, known in person by many of his followers, and surrounded by a lore of anecdote and aphorism.

Elves were first to embrace his worship, but the sun-worshippers of Dara Happa, the farmers of their sub-states, and the horse-nomads, even the Lightbringers, all soon harkened to the cult's doctrine

Dorastor

in the Time of Nysalor





of immortal peace. Prophets of the god, called Riddlers for the paradoxes they posed, extolled the mystical enlightenment promised by their god. Where Nysalor counseled, harmony flourished. Even neighboring Karia, across the Rockwoods to the southwest, was illuminated by the golden glow of the Dorastan god.

But, we are told, in Ralios, in the lands farthest from Dorastor, the Bright Light of Illumination dimmed into shadow, and the worshippers of Nysalor there fell into error. Illumined only by the dark side of the faith, his Ralian followers abused their powers, perverted rites, and sought influence for self-gain. When Nysalor was told what was happening in the West, he recited his famous sermon on mortality and the human condition, "At the Edge of Light is Always Darkness." This tragic text has echoed through the ages from the mouths, quills, and minds of many philosophers.

In such darkness lay the seeds of disaster, and from such seeds sprouted forth Arkat Gbajislayer.

Arkat and the Gbaji Wars: Arkat pronounced the bright god Nysalor to be a false face for the dark and evil god Gbaji, and raised an army to drive Gbaji's servants from the western lands. When the King and Counselor of Tanisor wrote to Nysalor, imploring for aid against Arkat's crusaders, the High Council sent a delegation of investigators. Shocked at the depths to which their allies had sunk, they returned to Ralios in despair. Tanisor fell, and the High Council sent priests to exorcise the ruins, condemning Tanisor for its depravities, and exonerating itself of any blame for its corruption. This we call the Curse of Cleansing.

But the westerners, unimpressed with these protestations of innocence, marched upon Ralios and sacked its cities. The local defenses held briefly, but the Arkati fomented rebellion in the countryside, and barbarians invaded from the hills. The Council again sent investigators into the nations of the Dari Alliance, but this time reported the defenders without stain of guilt or heresy. The Second Council of Nysalor's Peace found itself resolved to war in defense of its Ralian allies against the Arkati crusaders.

The Dorastan General Derinogus Pistol shrewdly exploited local support and guerrilla tactics to delay the advancing Arkati. He also used non-human troops which unnerved the western armies. The river bottoms became wastelands as homesteaders fled the constant raids. The war ground down into a bloody stalemate of raids and atrocities until Arkat's accession to transfiguring supernatural powers abruptly shifted the balance of power and gained a series of quick victories. Derinogus was killed, the Dari

Alliance broken, and Arkat pushed his armies to victory. But the indomitable fortress of Kartolin, three centuries old and now under its fourth Protector, blocked Arkat with his armies and magic from entering Dorastor, and the war seemed at a stalemate.

Peace returned to the Golden Empire. Only Kartolin remained in iron-bound readiness. But the fanatical Arkat knew no rest. Soon he prepared a great fleet and landed in Slontos, aided by malcontents who lived offshore from the Shadowlands. He marched to Dragon Pass. The trolls who had been suppressed burst forth from the shadows and flocked to Arkat's banner. The Inhuman King, a captive of Gbaji, turned on his captors and was slain. This did not deter the other dragonewts, despite their real deaths thenceforth. The Golden Empire found itself confronting an invading army of trolls and dragonewts on its borders.

The Golden Empire defied Arkat and his inhuman followers for years, sending army after army against him. Sometimes Arkat was halted. Then he would stop to HeroQuest, and return with some new and devastating wonder. On one of these HeroQuests he won Humakt's Unbreakable Sword.

The successes of Arkat in his approach to the heartland of peaceful Dorastor caused increasing



Arkat the Destroyer



alarm among the populace and leaders. The people panicked, grasping desperately for any remedy, leaving themselves open to the temptations of the dark side. Thus, ironically, Arkat himself transformed a hitherto blameless people into the corrupt empire he had sworn to destroy.

In the end, it is scarcely surprising that the Empire of Peace fell at last to Arkat the Destroyer. Since no written records survive from the last days of the Bright Empire, and accounts compiled in later days in the Dark Empire are demonstrably false in many particulars, we must rely on the suspect legends orally transmitted by Arkat's troll allies.

It appears that the final collapse of Dorastor's defenses was sudden and absolute. In the last stages of the conflict, tradition holds that both Arkat and Nysalor were reduced to a small group of boon companions, and that each invoked the supernatural aid of mighty heroes and demigods for support in their last contest. Finally, atop the Tower of Justice in the City of Miracles, the two opponents met in single combat as all existence trembled. The city was turned to dust and poison, and most surviving companions of the great foes were slain. From the ruins only Arkat emerged; the downfall of Nysalor was complete, and all of his works were denounced as the schemes of Gbaji the Deceiver. The defamed god was then dismembered, and his parts buried in many different places sealed beneath many tons of rocks and powerful arcane wardings.

Then did Arkat turn to the destruction of Dorastor. His anger and hatred knew no bounds. He salted the land, poisoned the waters, then called upon the Curse of Cleansing and invoked the gods to scourge and curse the land forever, preventing its rebirth in any form, magical or physical. One troll tale describes the power of Arkat's curse:

At Arkat's bidding the very mountains groaned and rolled over, and in the great heat of the battle the earth was melted in places, and in other spots her flesh crept away from the horrid fighting it witnessed. So the terrain was changed forever from what it used to be, and not a single building from the old age was left standing.

The land lay bleak and barren as Arkat departed through Kartolin with his surviving followers. He never looked back, nor returned to view it. After the cleansing, there were "neither dead to be buried, nor spirits to haunt, nor undead to shamble, nor life of any kind, nor borning, nor hibernating."

The Second Age: Dorastor in Ruins

Later events of Dorastor are obscure to historians. No written records are known. Dorastor and the surrounding lands were reduced to wastelands. The fertile bowl of central Dorastor was filled with a vast lake of mud and ash. The agencies of the desolation of Dorastor may have included plague, pestilence, pogroms, demons, curses, magical scourges, and eruptions and subsequent ash flows from the Tobros Mountain volcanoes. All evidence suggests the end of human habitation of Dorastor within a generation after the defeat of Nysalor and the destruction of the City of Miracles. Only the Aldryami of the Poisonthorn Woods claim unbroken tenure in Dorastor in spite of Arkat's potent curse, and any records they may have are closed to outsiders.

In Ralios, Arkat founded what is known as the Dark Empire, the precursor of the Stygian Alliance. The saga of that civilization is chronicled elsewhere, and judgements of its achievements and crimes vary according to the race and creed of the historian. The Dark Empire fell to the Jrusteli and Seshnegi in the Eighth Century, and its secrets were plundered.

One scholar whose name is lost to history theorized that Arkat had hidden the key to the Dark Empire's power beneath his curse of Dorastor. She equipped a huge expedition and led it into the blasted land of Dorastor, intending to explore the ruined Tower of Nysalor, city of Dokat, and all the mysteries of that lifeless countryside. The fate of that expedition is unknown, for it never returned from Dorastor.

Despite the Arkati curse, in the Eighth Century we find the first signs that Dorastor had reawakened. In histories of Talastari barbarians we find references to occasional overflights by wind-borne Orlanthi priests. Observers reported strange growths on hill-sides and drainages, small scuttling life, and strange cries in darkness. In 824 Balarzak Leatherwing, a dragon-worshiper from the land of Tarsh, led his companions to recover ash and water from the ruined place. They reported sounds of huge forms moving in the night, and a terrifying pulsating earthquake which thumped like a panicked heart and lasted for many minutes. Balarzak and his companions all returned alive and well, yet all died within three years, none by normal means, and each with blood bubbling from his lips.

Around 850, the Telmori wolf people reached the northwestern borders of Dorastor. Here their leader Nangtali inspired his tribe to enter the land and claim it as their own. The Poisonthorn Elves invited them to occupy the empty high plateau that now bears Nangtali's name, and shared with them the lore of the land.



It was sometime during this period that neighboring Orlanthi lands report a burgeoning of strange flora and fauna in the Dorastan heartland. Ralzakark and his broo armies must have entered Dorastor during this period, for we find him and his bestial legions established at Fort Wrath at the opening of the Third Age. By some accounts the Illand wastes, once part of the Poisonthorn Woods, were created when Ralzakark burned the region after a dispute with the elves in the early Eighth Century. Two famous Talastari heroes, Turvoy the Foreigner and Hardral the Flying Urox, entered Dorastor in 857 to repeat the adventures of Balarzak; they emerged the following year as *draugr*.

Around 1100 broo raiders are first reported in neighboring Talastar. In 1104 an army of broos under a hero called Ragnaglar or Ralzakark embarked upon a great raid out of Dorastor, spilling out through Talastar into the lowland provinces and causing great destruction until the combined forces of Talastar, Dara-ni, Lakrene, and Dara Happa shattered the broo army at the Battle of Oxbow in 1107 and drove the routed remnants back into Dorastor. The motivations behind this raid are obscure. Famine, lust, holy war, desire for plunder, and search for breeding stock are advanced as possibilities, but none know for sure.

The Third Age

By the opening of the Third Age, the early amity of the Telmori and Poisonthorn elves had devolved into warfare. Two significant migrations into Dorastor also date from this period, both resulting from the activities of the expanding Lunar Empire. The first was the Mad Sultanate, the second the Elves of Rist.

The Mad Sultan ruled a band of raging chaotics driven mad by the appearance of the Crimson Bat at the First Battle of Chaos in 1232. Many of the peoples there, friends and foes alike of the Red Goddess, could not withstand the mental and spiritual strain of the conflict and went permanently mad. For years the Mad Sultan and his insane, moveable nation wandered Peloria, constantly evolving new powers and laying waste to the lands they passed through. In 1453 they were driven at last into Dorastor, where the Sultan's human followers degenerated into the pathetic Grayskins which populate the land like beasts and provide so many other creatures with intelligent food. The Mad Sultan himself still lives, according to the Talastari, and claims the whole of Dorastor as his demesne.

In 1296 the Lunars unleashed the Moonburn on the forest of the Rist elves, bringing great goutts of crimson fire down from the heavens to splash across Rist, turning even their Great Tree into a cindered stump. The elves had been warned and had prepared magic to protect themselves and their trees, but only a few survived. The Rist elves killed the first Lunars to arrive at the ashy property, and then marched southward, arriving in Dorastor in 1297 and settling in the forest lands now called the Hellwood. These elves, embittered by their mistreatment at Lunar hands, are extraordinarily vicious and malevolent, taking delight in torturing and slaughtering humans even more than trolls or dwarfs.

Since 1100, periodic raids of broos and chaos spawn out of Dorastor have become common incidents in Talastar and Skanthiland. Three great raids were particularly troublesome. In 1297 the chaos hero called Undranda led broos and chaos monstrosities out through Talastar and into the lowlands. They devastated nearby lands and, though harried by local armies, essentially withdrew at their leisure back into Dorastor in 1300. The exhausted defending forces, reluctant to enter Dorastor, initiated regular patrols on the southern border of Talastar. The monster Haronzangal and a chaos army marched out of Dorastor into Bilini in 1434, but King Arkal challenged the beast to single combat, and slew it. Deprived of its leader, the chaos army melted back into Dorastor. In 1608 Wowandor and the Stag Riders emerged from Dorastor at the head of a mob of chaos things. This raid was so swift that defenders could never bring Wowandor to battle, and he slipped back into Dorastor with his forces intact.

In 1580 envoys of the Lunar Empire concluded a trade treaty with Ralzakark, king of Dorastor. This treaty provided safe conduct along a limited corridor from Old Wolf Fort to Castle Kartolin twice yearly and established two permanent Etyries trading posts in Dorastor at Arkat's Last Fort and the Dorastor Inn.

History of Talastar

The Dawn Age (0-450)

In the first century after the Dawn, Theyalan missionaries reached Talastar, searching for peoples who had not yet heard the gospel of the New Age or the birth of Time.

Four peoples they found in the upland forests beneath Thunder Mountain: the Skanthi, in Aggar and around Mount Shadowfall; the Lakinsti, along the Erinflarth river; the Nine Clans, each of three dif-



ferent creatures of the wilds; and the Agorni, a timid folk living beyond Mount Hostarn.

One name we know is Kentyl, the first bandit who hid in the rugged lands which now bear his name. Hostarn the Hunter King granted this land as refuge to any so wretched as to choose to live there.

The local folk welcomed the ways of the Lightbringers, and incorporated their beliefs into the local customs. Lives became easier and better since the coming of the Dawn People, and populations grew. Exchange of goods and ideas flourished, thanks to the rituals of Orlanth and the language of Issaries.

At this time Dorastor was known to be a vast forest wilderness devoid of humanity, populated only

by Aldryami. But Kalasmas Kortalosson led the settlement of that land, and a century later Dorastor had become a prosperous and civilized land soon to become the center of the Second Council and its successor the Bright Empire of Nysalor.

As the fortunes of the fertile Dorastan heartlands waxed, the neighboring hill clans of Talastar benefited somewhat from trade and communications, though they remained barbarian backwaters outside the affairs of civilized Dorastor and Ralios. They clung tenaciously to their Orlanthi religion and culture, retaining their herds and hill villages while their Dorastan kin turned to intensive agriculture and urban life. The Talastari were thus little influenced by the rise of Nysalor and his doctrines of Peace.

Future Themes in Regional History

Talastar and the Empire: At present, the Orlanthi hill clans present no threat to the Empire, and little temptation. The human and economic expense of conquering and occupying Anadiki, Talastar, Skanthiland, and Aggar far exceeds any conceivable benefit from tribute, exploitation, or settlement. The Seven Tribes are divided between Appeaser and Traditionalist factions. Time and the benefits of Imperial culture may eventually seduce the Orlanthi highlanders to the Lunar Way, even as the lowlander Orlanthi of Lakrene and Dara-ni have accepted the Red Goddess.

However, the embers of rebellion have been long banked in Heortland and Sartar, and should these embers fan into flame, and should a leader rise to prominence among Dragon Pass Orlanthi, there is always the danger that the Orlanthi clans on the northern slopes of the Rockwoods might unite against the Empire. By themselves these clans could never stand against the Lunar armies in open battle, but the Empire's armies are already stretched thin along its borders, and any reverses could critically weaken an over-extended Empire's grasp upon its subject nations.

The Mystery of Ralzakark: What does Ralzakark plan for his growing army of trained and battle-equipped broods?

Given that Ralzakark is believed to take many forms, might it have been Ralzakark himself in the guises of Ragnaglar, Undranda, and Wowander that led chaos into Talastar, Lakrene, and beyond in past centuries? If so, we note a pattern: with each successive invasion, the chaos forces become more swift in their raids and more skilled in evading their pursuers. Is the long-lived Ralzakark evolving a policy of periodic raids with swift withdrawals into Dorastor where he is safe from conceivable pursuit?

Most invaders aim at conquest and annexation, but it seems that Dorastan chaos raids are not intended to conquer and hold territory. The lust for plunder and rape are plausible explanations — but might there be some other long-term ambition hidden in these seemingly aimless rampages?

Ralzakark and the Empire have entered into a mutually-benefitting trade treaty. Surely it occurs to both Ralzakark and the Empire that a military alliance might offer similar benefits. The riddle is — what does Ralzakark want? He has security, for no sane policy could drive armies to pursue Ralzakark in his own warped land. He doesn't display Imperial ambitions, at least not at present. In his seeming immortality and immense magical and temporal power, Ralzakark rivals the Goddess and the Red

Emperor: it is hard for mortals to imagine his motivations, much less understand his policies.

The Wolf-Bear and the Awakening of Dorastor: The legends of the people of Dorasta Shrine suggest that when the Wolf-Bear is awakened from his hibernation in Dorasta's Cleft, the ancient glory of Dorastor shall be reclaimed. Worshipers of Nysalor might hope for a revival of the Kingdom of Peace and the Bright Empire. Enemies of chaos might fear a new flood of corruption flowing out of Dorastor.

It seems possible, however, that the Wolf-Bear may have already been awakened, and that recent events illustrate the growing power and vitality of Dorastor. Who might have awakened the Wolf-Bear, and what form might that awakening have taken?

The God Learners are usually prime suspects in all ill-considered and hubristic deeds in Glorantha. However, the Arkati, the Hellwood and Poisonthorn elves, the dragons, western sorcerers, even Sheng Seiens are occasionally mentioned as possible culprits.

It is more difficult to determine what form the awakening might have taken. The obvious answer is the early return of life to Dorastor reported in the Eighth Century. However, that may have been no more than the resumption of the natural cycles in a devastated land. Another common speculation is that Ralzakark is the Wolf-Bear, or that he himself has awakened the Wolf-Bear, and that the great variety of new and perverted life forms in Dorastor are evidence of a supernatural inspiration of the land's vital principles.

Has the Wolf-Bear awakened? If so, what is it? How can it affect events in Dorastor? And if it has not awakened, how can it be awakened, or how can it be prevented from awakening? These are questions many agencies would like answered.

Perhaps the folk of Dorasta Shrine can answer these questions (though to date they have always insisted that the Wolf-Bear still sleeps, and that they have no foreknowledge of how it may be awakened). Perhaps a visit into Dorasta Cleft may provide answers. Ralzakark, or those in his confidence, may know, though they are unlikely to tell. Other long-time residents of Dorastor, like the elves and Telmor, may have clues to the riddle.

Of course, many skeptics note that, like most prophecies, the tale of the Wolf-Bear may be of no significance whatsoever.

On the other hand, the Theyalan peoples who settled in the fertile Erinflarth valley were closer in spirit to the cultures of Dorastor and Ralios. The bottomlands along the 250km stretch of the river north from Dorastor were called Lakrene. There lived a confederation of tribes and clans under a Theyalan council government, whose warlord was generally the descendant of Kulebras, son of Gwalynkus the Great and wielder of the magical heirloom Iron-breaker. Further north the Somarin Kingdom got rich controlling the trade routes to Peloria. East were the Skanthings and Sylilings tribes, and west lay the Talastari confederation. Dara-ni, the next hundred miles of the Erinflarth basin north of Lakrene, was a buffer region which had often changed hands in the wars between the Theyalans and the Dara Happans.

In political matters, the Talastari tribes more or less followed the lead of the Lakrene Confederation, who in turn were closely tied to the policies of Dorastor. In religious matters, the lowland farmers of Lakrene entered wholeheartedly into the doctrines of Nysalor, while the Talastari and Skanthi hillmen stuck by their Orlanthi traditions.

The fortunes of Lakrene and the Orlanthi hill tribes prospered while Dorastor prospered. The Gbaji Wars, far away and across the mountains, did not affect most followers of Nysalor. When the western lands were lost in the early 400's and trade slowed, many people mourned the loss of the Tanisorian wines. Surely the army groaned when the iron stopped coming. But the peoples' own land was not lost, and even the hill tribesmen were fat and peaceful. No one could take troublemakers like the Run Free Gangs seriously. When Arkat's armies had sat in fruitless siege before Kartolin Pass for a decade, few imagined the Gbaji Wars would ever trouble them.

When Lakrene farmers and Talastari hillmen heard that Arkat and his army of trolls, dragonewts, and Heortlings had marched to convert Dragon Pass, the lands of the Council realized that war could soon be upon them in their own homelands. Lakrene had walls raised around its cities, and erected many castles in imitation of Dorastor, while the hill clans met in council and swore to stand together against the inhuman hoard and its changeling leader.

There was yet hope the Arkati might founder before reaching the borders of the Bright Empire. But the destroying army marched ever onward, sometimes taking a loss or setback, but always encroaching upon the once peaceful lands of Nysalor. Many troops broke off to subjugate lands along the march while the main columns pushed forward toward the Erinflarth Water Gap and Dorastor.

Hope failed when the Kingdom of Lakrene fell almost in a day before Vorwaha Bisonlord, a monstrous king whose troops ravaged and ruined everything which had been made by people. He had met the kingdom's best champion, Orlankor Silversword, a death lord, on the banks of the Erinflarth before the assembled troops, and Silversword fell clean and clear dead that day. Vorwaha collected tribute for himself and for Arkat, then took his armies further downriver to ravage Dara Happa. Lakrene and its neighbors paid their tribute, and so only occasional reavers and mercenaries preyed upon Lakrene during the time that Nysalor and Arkat met and fought.

The hill clans of Talastar were not so fortunate. The main columns of Arkat's armies swept up along the valley of the Erinflarth through Talastari and Skanthi lands on their way into Dorastor. Those who resisted were swept aside. Side columns of the invading army were sent to reduce the hillforts along the route, and streams of desperate refugees fled west into Anadiki.

In 450 Arkat destroyed and laid waste the beautiful lands of Dorastor forever. Its inhabitants were slaughtered, its soils poisoned, its rivers polluted, and its spirit permanently diminished. The hill clans of Talastar had been shattered and ground down before Arkat's armies. Lakrene was a disgraced tributary kingdom. The Golden Empire was finished, leaving behind scarcely a scorched shadow.

The Independent Tribes (450-850)

After Dorastor was destroyed, all of Talastar was cast into turmoil. The lowland empire of Dara Happa organized itself first, and their armies first seized Darjiin, then Dara-ni. The Lakrene Kingdom, now a huddled band of farmers clustered around the cities of Voranel, Urmandle, and Endeel, barely maintained its tenuous independence.

The diminished Talastari were dispersed along the major river valleys. These were the Seven Tribes which surrounded Lakrene: Tenlings, Vosdalings, Linstings, Arkablings, Bilings, Ulredings, and Skanthings. These tribes provided markets, sources for mercenaries, and emergency allies for Lakrene whenever invasion threatened from the north. Over the hump of the Talastar Spine, in Anadiki, were the two confederations of the Vesgarings and Nungarings.

Throughout the next 400 years these tribes of Talastar experienced a relative stability. Their lands were too difficult or worthless for the lowland powers to invade, and none of these tribes or confederations were able to overcome the other neigh-



bors for more than a few generations. But where military means failed, economic conquest succeeded. Thus in pottery and clothing, or armor and sword styles, they became more like their Dara Happan enemies than their cultural cousins in Dragon Pass.

Though the political and magical climate was essentially stable during this period, some notable events are recorded.

No one knows when, why, or how, but in some way the land which Arkat the Destroyer had cursed began to come back to life. The annual flyovers by Orlanthi chieftains and priests reported some color returning to the ash and cinder covering the land. A rare excursion crossed Kartolin in 798. Parandus Orkippus reported elves still lived in the forests that survived around the margins of a vast ash plain that filled the once-fertile basin of Dorastor.

Around the year 800 a huge fire began. Called the "greasfire," it was named because of the pall of dark smoke which hung for weeks above Dorastor. When the wind blew, the smoke always moved unnaturally slowly, reluctant to disperse. It was taken as an ill omen by almost everyone. A generation later the appearance of the dragon-riding folk of the Empire of Wyrms Friends (EWF) confirmed the ill omen.

In 824 a large EWF expedition led by the learned and wise Balarzak Leatherwing came to Dorastor. They said that the land was, in fact, coming back to life but it was not life as they knew it, either with their primitive human senses or their new draconic minds.

Years of Peace and Trouble (850-1220)

Around 850, Lakrene came under the political and economic sway of the EWF. Lakrene was given collector status over Talastari, and the civilized city folk extended their control over the Seven Tribes. Reluctantly the Talastari accepted this peacefully, in part for the security and material gains of civilization, and partly because the Talastari were in turn made collectors over Brolia. Anadiki in turn became collectors over Brolia. Within these burdens of taxation and collections were the seeds of revolution against the Empire.

The traditionalist hill tribes of Brolia, Anadiki, and Talastar led the revolt, seeking to reassert their independence and the ancient ways of Orlanth. In Lakrene, many cities were simply looted and razed, because Orlanth did not make cities. The Empire moved at once to quell the rebellion, but concentrated its operations in the lowlands, hesitating to campaign in unfriendly Talastari hill country. Instead the EWF sent its most dreaded scourge upon the Talastari — the dragons. Here the Carmanian hero

Sir Javinu and his companions proved their friendship and worth, for they demonized the dragons, slew them, and saved the tribes.

For generations thereafter, hotheads, murderers, and troublemakers of Talastar all followed the revolt eastward, driving closer to Dragon Pass. In 1100, an army from Talastar calling themselves the Sons of Javinu marched off to the Dragonkill War with great dreams of their Orlanthi dragon-killing tales. The Dragonkill War consumed them; not a soul returned.

Around 1100, increasingly large groups of broos and other things were reported throughout Talastar. This was at first dismissed as a result of diminished vigils along the Dorastan borderlands. In fact, these were the first harbingers of the New Chaos Wars.

In 1104 the invasions began in earnest. Commanded by a great broo hero, variously identified as Ralzakark or Ragnaglar in different sources, mobs of Dorastor's warped creatures spilled out through Erinflarth Water Gap into the territory of Bilini, and down the Erinflarth basin, expanding slowly and oozing over the whole of the settled farmlands. By 1105 the chaotic hordes had washed into Dara-ni. In 1106 the Oslir was polluted with great tangled masses of hair-gorp, and fish were born with fibrous tentacles and black, disease-festering sores. With the armies of the land away in Dragon Pass (never to return), there seemed to be no force to protect the land.

But in 1107 the Dara Happan armies and their priests entered Dara-ni against the chaos invaders. Some say the chaos armies had already faltered and dispersed, or were in retreat, having accomplished some unknown purpose. As reported throughout Peloria, however, the Dara Happans pushed the chaos hordes back from civilized lands, and at the Battle of the Oxbow their armies trapped and crushed the chaos hordes, slaying the broo hero and taking many great trophies. The routed survivors fled back through Bilini lands into Dorastor, doing worse harm than they had on their outward journey.

There followed a century of exhausted peace in the region. The great lowland cities were rebuilt, and the influence of Dara Happan religion and culture was vigorous and pervasive.

The Rise of the Lunar Empire (1220-1375)

The seers of Talastar first viewed the rise of the Red Goddess with the same confusion and doubt that everyone did. When the Red Goddess was just a human, and personally led her armies of conquest, the councils of Talastar were troubled and irresolute, and no concerted action was taken. Different tribes



among them often sent mercenaries to help both combatants in a war. They did this during the conquest of Dara Happa and Carmania.

The Talastaring heroes naturally followed Orlanth during the Battle of Castle Blue. After that the Red Goddess was begrudgingly accorded divinity, and everyone was required to make personal decisions about their deities. Since the lowlanders in Dara-ni and Dara Happa had by that time adopted the Lunar way, the tribes of Talastar predictably chose to retain their old Orlanthi ways. But the Talastari rarely allowed religious bias to get in their way when a good fight was at hand. Units of them fought on both sides at the Dara Happan Revolt, Jannisor's Rebellion, and many other disputes.

The first real impact which the Lunar Empire had upon Talastar was in 1296, when the enraged Aldryami survivors of the Rist Moonburn trudged upriver, abandoning the charred corpses of all their immobile vegetable kinfolk. No tribes tried to slow them, and the elves marched on into Dorastor.

The elves apparently caused considerable trouble when they reached the end of the river, because later that year a snarling horde of things spewed forth from Dorastor, led by a creature calling itself Undranda, which rode upon a fearsome steed. The things were finally destroyed, but Undranda and a few of his companions led the warriors of the Talastari on many merry chases before they escaped back into Dorastor several years later.

In 1326 the Lunar Red Emperor did something very unusual. He granted Imperial Sultanate status to the foreign lands of Sylila. This region had been unified only a few years earlier by Hwarin Dalthippa and Ingkot Axe-and-a-half. Other regions had been longer conquered by people much friendlier to the Emperor, yet they had not gotten Sultanate status. This caused some dissent among the Lunar nobles, who demanded a meeting with the Emperor. When Hwarin Dalthippa and Ingkot Axe-and-a-half showed up, most of the arguments were settled in the Emperor's favor.

The new Sultanness and her household quickly set to work expanding their domains at the expense of their neighbors. Many Talastar tribes tolerated the commands and desires of the Sultanate, so long as their freedom was not impinged. The imposing achievements of the Conquering Daughter (1347-1358) daunted the hill clans, but did not win their submission.

The Nomad Wars (1375-1590)

From 1375 to 1465 a great horde of horsemen flooded in from the wastes of Pent and overran the whole of

lowland Peloria and Dara Happa. They were led by a god, Sheng Seleris. The horsemen were very cruel, and many lowland people thought it better to be an Orlanthi slave than be dead. Thousands of refugees found their way to the hill clans of Talastar. Some problems resulted, including a great slave revolt, but through it most tribes remained unchanged, and Lakrene's tyrants grew stronger.

Throughout much of this time the Sultanate of Sylila was a stronghold against the horsemen, and the Emperor spent considerable time there. But only constant, clever negotiation kept Sylila free amid its many enemies, and whenever the Emperor left, many took the opportunity to strike back for past grievances. Nonetheless, the land was never occupied for long by any enemy during the nomad wars.

By 1430 the increasingly powerful nomads, now usually aided by large numbers of lowland troops, regularly raided Lakrene and the tribes around it. The fortunes of the defenders had rarely been lower.

In 1434 a chaos army again came from Dorastor and marched down river into Bilini. It was led by Haronzangal, a creature which was far too big to be human, too smart to be a giant, and too consistently formed to be a shapeless thing. King Arkal rose to stop it, and killed it then and there. His army destroyed the foes and drove the darkness and slime back into Dorastor. Now the tribe is named after him.

In 1453, Sheng Seleris's horsemen set upon the chaos-crazed army of the Mad Sultanate. They routed them and sent the whole crazed, enraged, hallucinatory mob reeling into Lakrene, where they dispersed and swarmed over the whole land. They destroyed Urnandle and ate its residents. They killed many good men and women, and were finally destroyed only by the Clown Army, made and led by a trickster priest named Jojo the Bobo. He and some friends spent years in preparation, and finally they invited the Mad Sultan and his household to join in a sumptuous dinner and party aboard some barges. Jojo the Bobo then sent them drifting *upriver*, followed by the rest of his entourage along the shores. The Mad Sultan and his court went upriver into Dorastor where they were lost to history.

Until this time, the Talastari were not of one mind concerning the Lunar Way. Some were impressed by its wealth, fine goods, and well-spoken mercenaries. Others viewed its actions from afar with distrust and suspicion. But when the Mad Sultan's lunatic horde swept into the hills, burning and laying waste, the Talastari got a good look at the fruits of the Empire, and did not like what they saw. Most hill clans turned at once from support of the Empire. The



Talastari hunger for independence waxed, and many people boasted of how the Empire could never conquer Talastar. Other regions, especially the provinces to the east, were again taken under the Lunar Way by the Southern Revival Missionaries, though Talastar was not.

For a few years afterwards various strange creatures, misshapen monsters, or indefinite things would spew forth periodically from Dorastor into Bilini lands. The people there developed the ways to warn themselves of their coming, and knew how to flee to survive, and they loved the Urox. Every village had a sacred one, and each chief had a herd. Caught between Dorastor and the Lunar Empire, the people turned to conservative Orlanthi practices with new vigor. When Honeel appeared in 1470 with the new grains, the people of Talastar did not accept her or her new ways.

About 1501, Kardalo, the Genertelan Dragon, returned to Talastar. It had not raided since Honeel's youth. Fortunately, it remained but a short while, then passed on to Doblian.

In 1520, the Uroxi inspired a great campaign into Foulvale to chastise the tainted monsters of Dorastor and ensure the safety of recently-cleared Riskland. Though ill-conceived and over-ambitious, this campaign was remarkably fortunate, thanks to the deeds of Tarandor Ironblade, the wise, the brave, the clever, and the lucky. Everyone knows the story of how he became king, and of his two sons and daughter. This same Tarandor is the famous grandfather of Hahlggrim and Oddi the Keen.

In 1561 the prominent Errio-unit family came to power in Sylila. This sultanate largely abandoned the traditions of the old Orlanthi hill culture and became a fully assimilated Lunar Sultanate. The ambitious Errio dynasty, ambitious and eager to establish relationships with neighboring tribes, spread their influence through diplomacy, bribery, subversion, and conquest.

Appeasers Versus Traditionalists (1590-present)

In 1590 Talastar was officially converted to the Lunar religion. Varnan of Cafol performed elaborate public conversion ceremonies, then proclaimed that all of Talastar, Bilini, and Anadiki had been Lunarized. Later in private he confessed how he had succeeded. He appealed to their simplest, most base instinct: greed. And, like the trusting, gullible hillmen that they were, the Talastari were easy marks. After 1590, Talastar is always listed among the foreign lands which follow the Lunar Way.

One of the arrangements made by Varnarn of Cafol was a compact of friendship and peace between traditional enemies, namely the Orlanthi religion and Chaos. Varnarn of Cafol bribed some people to make small annual sacrifices to certain bad deities in order to buy them off. This propitiatory sacrifice was small, and certainly less than the cost in goods and lives which would be required to actually combat the things. This policy was eventually expanded by Janandi Gosling and was later called Janandi's Appeasement, or the Chaos Sell-out.

At the start, though, Lakrene's leaders supported Varnarn of Cafol, and after paying some great gifts and promising special payments, the Lakrene Council was recognized by the Red Emperor as the legitimate rulers of Talastar. Opand of Voranel was named the first King of Talastar. The Emperor sent a great silver globe which spoke and made music, and a gold scepter of kingship. These were to replace the regalia of the old kingdom.

However, the old regalia were either stolen or rescued, depending upon which story of ownership gains credence. They were removed upriver to the possession of the Bilini, a particularly fierce tribe which had lived upon the borders of Dorastor for many centuries. The chieftains there did not agree to be Lakrene subjects, claiming that it would offend their god. Instead, they declared themselves to be the Kingdom of Bilini, and used the ancient regalia of Lakrene as their own. King Hrodar Grizzlebeak was a fiercely reactionary, Traditionalist king, and he especially cried out against the Appeasers.

King Opand of Voranel then got notice from the Emperor to relinquish the promised payments. He could not negotiate with the Bilini king, and so raised an army. He got little help from the Emperor, whose letter reminded the king that he had promised "to maintain the order of your own house." War erupted, and at first neither side succeeded at much. It continued for a few years, but then King Hrodar negotiated a secret alliance with Dara-ni. Thus, when the Lakrene army marched to engage Bilini in battle, the larger army of Dara-ni marched into Lakrene. The cities, disgusted with their leaders, surrendered, and Lakrene became part of Dara-ni in 1605.

(For a Talastari view of recent history, see the three selections from *The Kings of Talastar* by Holrik No-Neck, reproduced in the *Talastar Papers* handouts, pp. 10-12.)



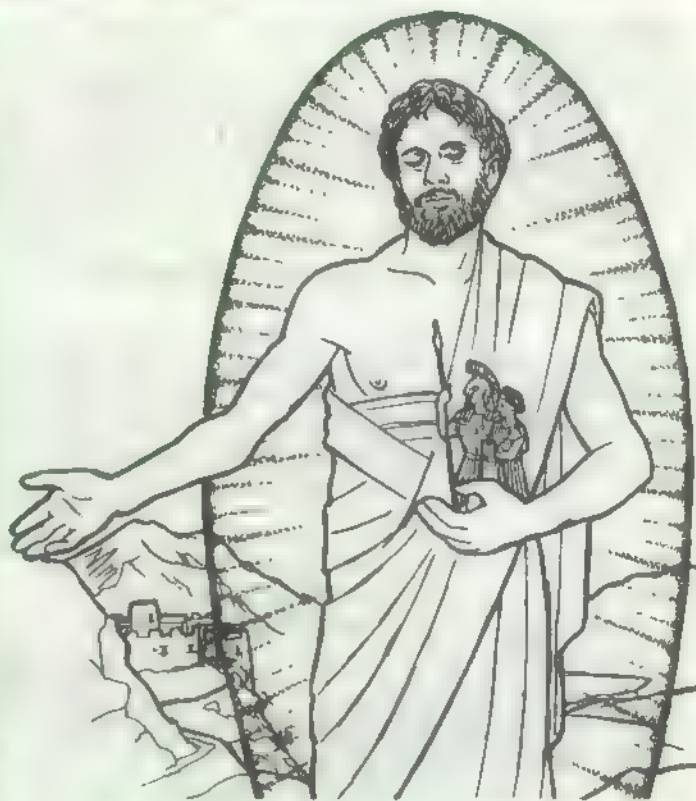
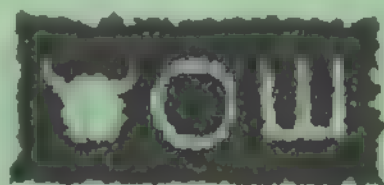
A Footnote on the Birth of Nysalor

The creation of this god is said to have caused the Sun to stop in its path to stare in wonder.

Garanian Auroch, a Hero from the Second Council whom Ethilrist met in Hell, stated that it was he who stole the net of Arachne Solara when it was used to make the Sun stop in the sky. Indeed, there is a story in Ralios wherein their deity of Arachne Solara was tied in her own net by the enemy Bull-headed Demigod, which is evidently Garanian's tale told from the other side. Also, a Mostali tale says that Gbaji's birth broke a gear in the Great Machine.

This all indicates that time itself may have been changed by the birth of this god, or that it was necessary for the Second Council to stop time to allow for the birth. Either event seems equally impossible, even in the light of the great magics practiced later.

But later scholars complained that time had been shortened by that act, and that afterwards the days were shorter, and that men's lives were also shorter. Zzabur himself, who was unique in his mortal lifespan, concurred in this judgement, but ended his confirmation with a moralistic note of warning for men to be cautious where they tread, and to acknowledge the limits of Time rather than struggle against it.



Nysalor's Cry for Castles

Comparison Table of Solar Time and Lunar Calendar Reckonings

Solar Time	Lunar Wanes
1220-1246	0/1-0/27
1247-1300	1/1-1/54
1301-1354	2/1-2/54
1355-1408	3/1-3/54
1409-1462	4/1-4/54
1463-1516	5/1-5/54
1517-1570	6/1-6/54
1571-1624	7/1-7/54

Speculations on Future History

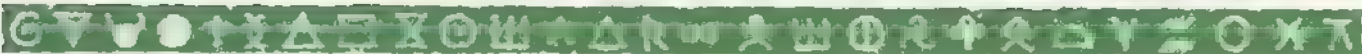
The Riskland Campaign is conceived as taking place some time between 1617 and 1621, several years after the colony is first established, and before the great chaos conflicts of 1623-1625. If these dates are inconvenient, or if they conflict with your campaign, we suggest altering the dates of Hahlgim's War, which could conceivably take place any time between 1621 and 1630.

A Suggested Chronology for Kings of Modern Talastar

- Hrodar Grizzlebeak (1595-1605)
- Eric Norallisson (1605-1611)
- Hakon the Swimmer (1611-1621)
- Bolthor Brighteye, also known as the Traitor (1622-1625)
- Oddi the Keen (1625-??)

Hahlgim's War (1623-25): Bolthor Brighteye, king of the Talastari, Ketil Kingslayer, holy man and slayer in duel of King Hakon the Swimmer, and famed Hahlgim Doomsword and his brother Oddi the Keen, later king of Talastar, lead an army into Dorastor to confront chaotic forces led by a creature they believe to be Raizakark. The creature is slain, but proves not to have been Raizakark. Bolthor proves to have been a traitor in league with chaos, and is slain by Hahlgim's sword Ironbreaker. Hahlgim himself is slain by the wyrd of his magical sword. The chaos army is dispersed, but only Oddi the Keen and Ketil Kingslayer survive the war.

(These events, described in the out-of-print *Cults of Terror* through the reminiscences of Paulis Longvale, will be revised and reprinted in the RuneQuest supplement *Gods of Dorastor*.)



The Iripi Ontor Report

The following is taken from a report received from an Iripi Ontor priest by the imperial Office of Provincial Affairs at the Sultan's palace in Thubana. Sylila. While traveling south from Fort Wrath with the annual caravan, this priest offered his services to a large party of adventurers making a side excursion through the Illlands and northern Heliwood forest. The greeting, introduction, etc. have been deleted.

Portion of a Letter from Augustinius the Red Sage to the High Librarian of Thubana:

On our journey we observed many types of diseased and chaotic vegetation. The Urox cultists insisted on destroying approximately one per centum of the plants we encountered on the first day, as we progressed deeper into Dorastor this ratio climbed to perhaps one in twenty. Most of the offensive plants seemed little different from their neighbors, but some were clearly chaotic and a few fought back vigorously. We lost several pack animals to such chaotic plants and many more to poisonous or predatory non-chaotic plants. As we left the wastes of the Illlands and entered more heavily forested regions it became apparent that much of the troublesome and dangerous vegetation had been planted and cultivated presumably to hinder or harm intruders.

In addition, on many occasions our advance scouts were ambushed and shot with arrows apparently grown rather than crafted. Some deposited venom or living vegetable parasites in the wound. I have kept specimens for study, and will forward a more detailed report at the first opportunity.

Based on the records of the Carmanian expedition of 1592 S.T., which described in great detail the plant life encountered, I believe that there has been a substantial alteration in the vegetation of Dorastor since that date. While the Carmanian expedition encountered a few chaotic plant forms

along the caravan route, the offensive plants I have recorded on this expedition are generally more aggressive, motile, and formidable. I observed only a few of the species described by the Carmanian expedition. Most of my specimens appear to represent entirely new species, and the abundance and variety of new forms in the present flora is staggering. From the uniform malevolence of structure in the new species, I believe many of these new forms may be cultivated or magically engineered, though a positive identification of such features must await further study.

It is my tentative hypothesis that the hostile vegetation in southern Dorastor has been developed and maintained by the Aldryami exiles from Rist and their descendants. I expect to demonstrate the plausibility of this hypothesis in my next address to the Academy. I bring this to your attention because the Rist elves have suffered at Imperial hands and may easily be imagined to pursue a coherent strategy hostile to the Empire.

I also found that caves inhabited by the krjalki headhunters are defended by aggressive, hostile vegetation. This may imply hitherto unknown levels of cooperation between the Rist Aldryami and the demonic krjalki.

I hereby formally request that I be allowed access to the sealed records on Rist kept at the Imperial Library in Minn's Cross. I trust the relevance of such documents to the case at hand is obvious. I am, of course, willing to undertake an Oath of confidentiality to protect any secrets in these records which affect our security interests. I believe that if in fact there is an active Aldryami community in southern Dorastor with lingering enmity toward the Empire, these Aldryami may well pose a greater threat to Imperial interests than any other inhabitants of Dorastor, saving only Ralzakark himself. I beg you to take rapid action in this matter.

Yours in Service to Moonson and Truth,
[signed] Augustinius Toadflax

Storm Bull Broadside

The following cover letter and three copies of the accompanying broadside were in the possession of a courier slain by hill country bandits. The bandits have kept the documents, but are illiterate, and do not know what the documents say.

From Felanaeus Monast, Assistant to the Deputy Director, Office of the Provincial Overseer, Thubana
To: All Provincial Administrative Chiefs

Enclosed find copies of a public notice. Keep one copy and post the rest in your district. In Fully Pacified Districts post in prominent places. Produce additional copies as required. If the originals are destroyed by weathering or vandalism, repost copies. These notices are Imperial property, and a fine of ten Imperials or equivalent goods or labor may be levied upon those who deface or destroy them. In Sensitive and Unpacified Districts, use agents to disseminate this information as rumor rather than as public postings. Since most provincials are illiterate, dissemination of rumors through routine channels may be most effective; use your discretion.

All Praise the Conquering Moon!
[signed] Felanaeus Monast

Storm Bulls!

Do not be Deceived!


There is only one sure way to know chaos.
Appearance is not a guide, beauty may hide chaos,
and ugly deformity conceal virtue.

Only the divine senses of the Storm Bull can
reveal the true nature of chaos.

The Orlanthi claim that Illumination hides chaos -
even from the Bull! This insults all Urox worshippers
and bids them doubt the Bull and his inspired senses.

Through Illumination a tainted being can be CURED
of the chaos taint! The Bull senses Truth! Even twisted
forms may be Delivered from the taint!

The evidence is clear! Do not be deceived!
Trust the senses given you by the Bull!



The Inhabitants

Sentient Races and Cultures of Dorastor

In addition to humans, there are four major sentient races of Dorastor: Aldryami, Broos, Spider Folk, and Telmori. The Poisonthorn and Hellwood Aldryami have distinctly different cultures. Though other minor sentient races, like Harpies and Scorpionmen, are also found in Dorastor, as well as innumerable unique sentient individuals of unclassifiable race and culture, we concern ourselves here only with the most important and numerous ones.

Hellwood Elves

Common Knowledge: The Hellwood Elves are a predatory, homicidal brown Aldryami culture descended from the elves driven from the great Rist forests incinerated by the Moonburn. Their bitter hatred for humanity is insatiable. They torture and murder all humans who enter their domain. To daunt their neighbors, they raid Poisonthorn Elves, broos, Telmori, and all other races of Dorastor, leaving wide swaths of destruction, and posting the pathetic corpses of tortured captives along their borders as a warning. What little we know of them comes to us from Ralzakark through his allies the Poisonthorn Elves, who raid the Hellwood Elves for vengeance and self-defense.

Hidden Knowledge: The rank-and-file of Hellwood warriors appear to be normal brown elves; from all appearances, they observe the worship and traditions of Aldrya. The ruling warrior class of the Hellwoods, on the other hand, are Illuminates who worship the chaos god Krjalk. They appear to be normal Aldryami until they cast a special divine spell, when they suddenly manifest horrible chaos features for the duration of the spell effect. These Krjalki, as they are called, are ritual carnivores who practice bloody sacrifice and torture as worship and sport. Krjalki do not appear to enter a dormant period in winter like normal brown elves, but instead remain active guardians of Hellwood.

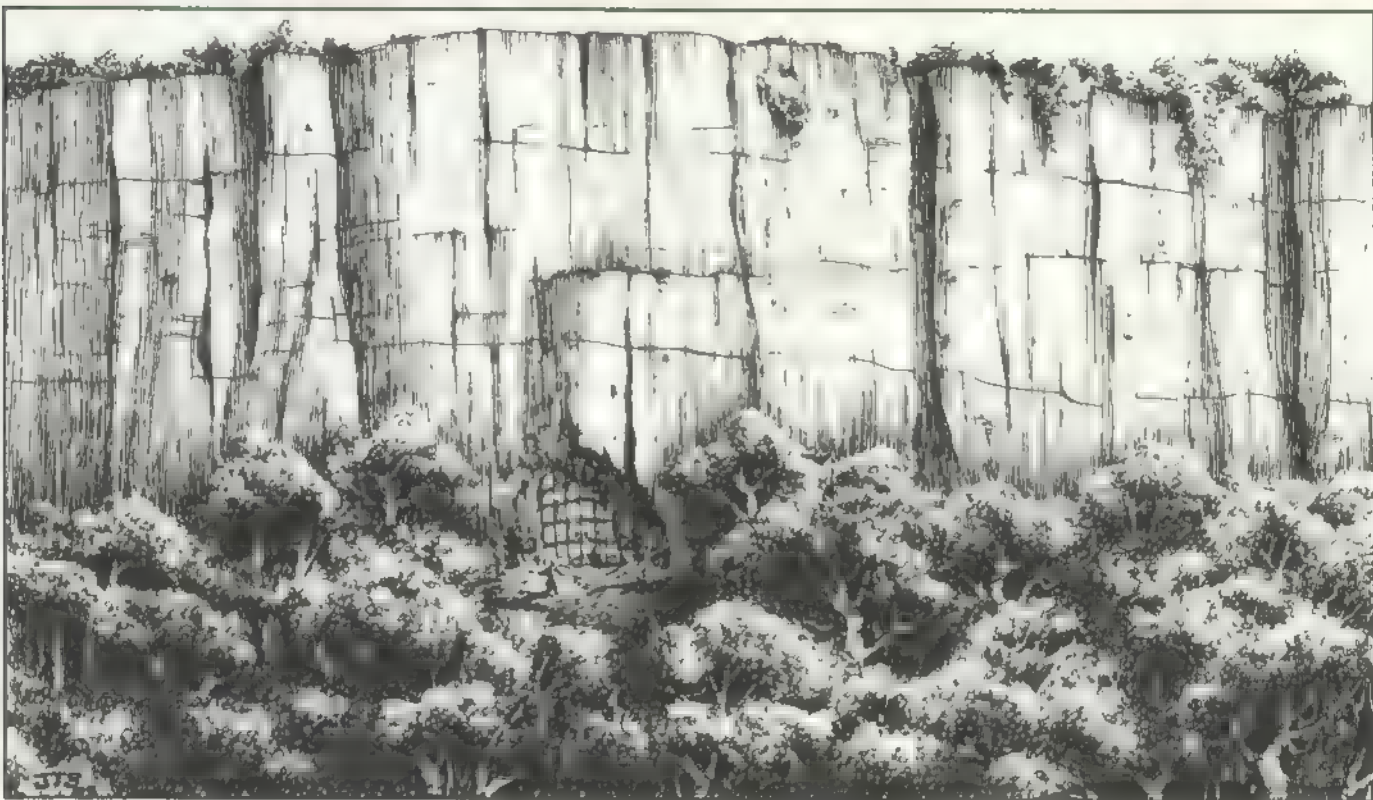
Seven Hills, the largest Hellwood settlement, is a large bivallate, palisaded fortress in the foothills of the Rockwoods. The site is concealed from the air by dense foliage and warded by ancient groves of sentient trees. The entire perimeter of Hellwood is guarded by sentient trees which report the passage of intruders beneath their branches. (See "Encounters," pp. 55-57, for sample krjalki NPCs.)

Poisonthorn Elves

Common Knowledge: The Poisonthorn Elves are a xenophobic brown Aldryami culture. Their residence in Dorastor extends unbroken from before Time. They do not permit contact with outsiders. Apostates are imprisoned or permitted suicide. No Elf-friends or Rootless Elves provide information on the society, and what little we know is speculation, inference, or ancient legend.

Poisonthorn Elves were among the first to worship Nysalor, and the first to suffer in the Gbaji Wars. Once they were friendly with the Telmori, but no longer. The Poisonthorn Elves have a treaty with Ralzakark that guarantees the security of the Poisonthorn Woods in return for promised aid against invasion. A minor article of this treaty permits Lunar trade expeditions to pass through Poisonthorn Woods between Old Wolf Fort and Fort Wrath twice annually. The Trade Expedition may travel and camp along the route under the protection of the elves, but may not stray from the path, nor speak or trade with any elf. The stated penalty for infraction of these terms is death, both for traveler and elf.

The treaty with Ralzakark does not protect the Poisonthorn Woods from incursions by Telmori or Hellwood Elves, nor does it restrict the activities of feral and wild broos not under Ralzakark's control



Bloodstone Fort

Travelers from the trade caravans report large burned-over wastelands in the southern Poisonthorn Woods along the trade road, supposedly the fault of broo and Hellwood elf mischief.

Hidden Knowledge: In the First Age dwarfs built the Poisonthorn Elves a citadel on a flat-topped butte in a remote northwestern corner of the forest. First Age reports describe this citadel, Bloodstone Fort, as accessible only through a single passage hewn through the mother rock of the butte and leading to the top. The cliffs are reported as unclimbable, and approach from the air is guarded by flying monsters allied with the elves.

The Poisonthorn Elves are known for their poisonthorn arrows. The potency of their poison varies, but

may be extremely deadly. The secret of their fashioning is unknown to outsiders.

(See "Encounters," pp. 61-62, for sample Poisonthorn elf NPCs.)

Broos

Common Knowledge: Broos are evil, revolting chaotic creatures feared and hated throughout Glorantha. Broos reproduce by impregnating any species of animal (and occasionally plants and minerals). The offspring are recognizable by features of the host animal. They carry disease, worship the vilest chaos gods, and serve only the most cruel, powerful, and appalling masters. Though they lack a distinctive culture, many have learned magic, and most employ scavenged weapons and armor.

Hidden Knowledge: There are four major types of broos in Dorastor: feral broos, wild broo tribes, the broo tribes of Ralzakark, and Ralzakark's personal broo soldiers and other retainers.

Feral Broos

Feral broos in Dorastor are numerous, fecund, and much like feral broos elsewhere in Glorantha, except that they thrive in this environment. Game (i.e., anything that walks, crawls, or hops) is abundant. Wild

Poisonthorn Arrows

Poisonthorn arrows come from specially enchanted bushes which grow fully formed poisoned arrows. The Potency of the poison increases by 1 point for each season of growth after the enchantment. The lifespan of the poisonthorn bush and the upper limit of arrow poison potency are a secret, but arrows with potencies of 10 or greater are not rare.

Such arrows are recognizable by the singular structure, arrow-head, shaft, and fletching, and the dark crimson, glossy bark covering the arrow. Only the oily surface of the wickedly sharp, barbed point is poisonous.



variations in the species of their hosts produce extravagant forms found nowhere else. (See "Saurian Broos," p. 42-44, for sample feral broo NPC stats.)

Feral broos are more cunning than wolves, and far more ferocious. Their hunger and lust drive them. Usually small and weak, and often grotesquely awkward, they display the results of generations of indiscriminate breeding. As with all pack animals, the strongest and most cunning are the leaders.

Feral broos usually do not know magic, for no one will teach it to them. Their only hope in life is to find enough living creatures to eat to get strong enough to reproduce, and then to find a suitable orifice, or to somehow join one of the tribal gangs, or Ralzakark's own household.

Wild Broo Tribes

Many independent wild tribes, some well-established and notorious, thrive primarily in eastern Dorastor. (See "Slime Broos," p. 42-44, and "Spirit Broos," pp. 44-45, for sample NPC stats. See also *Snake Pipe Hollow*, pp. 39-42, and *River of Cradles*, pp. 106-107.)

These wild tribes are better organized than most feral broos, acknowledging a chain of command, employing rudimentary military tactics, and withdrawing immediately from more dangerous opponents. The best known are:

- **Hak.** A former watchbroo, gladiator, and mercenary, originally from the Brass Mountains, Hak once served in Ralzakark's broo troops. He became a fugitive when threatened with execution for insubordination and treason. His broo band is responsible for the raids which inspired the latest set of anti-chaos campaigns from Bilini.

- **The Two-heads.** Reputedly a single family, all look alike and co-operate. Both heads are always some variant of deer, though sometimes the limbs and bodies are different. They have a large following of lesser broos who share in booty.

- **Vostasador the Replicator.** This terrible thing is impossible to kill, and can only be disabled through dismemberment. When dismembered parts are reunited, the creature reforms, then gathers his loyal broos for renewed raids.

Ralzakark's Broo Tribes

Ralzakark's broo tribes are civilized by broo standards. They build crude shelters and limit themselves to specific hunting territories as assigned by Ralzakark. Inter-tribal warfare is prohibited (ie, limited to raiding). Ralzakark assures the loyalty of the tribal chieftains through rich gifts and guarantees of their security against usurpers. Once a year these tribes

muster at Fort Wrath at Ralzakark's summons. Ralzakark presides over a tribal council, and heroic games and mock wars are fought. At these times Ralzakark's own army trains the tribes in organized warfare and siegecraft. Such musters are also opportunities for public works projects – for example, fort building, limited military campaigns, and scouting projects. (See the broo gangs ruled by Muriah, Witch-Queen of the Broos, in *Shadows on the Borderland*, GM Reference Pullout, pp. 16-19, for examples.)

Ralzakark's Troops and Personal Retainers

Ralzakark's own broo army and personal retainers are of a sophistication equal to that of most militarized barbarian cultures of Glorantha. Many broos are hunters or herders with advanced militia training. The majority are warriors, with a sprinkling of specialist crafters and priests. (See "Ralzakark Healer," and "Typical Sword Troop Broos," p. 82, for sample broo NPCs.)

A Broo Custom

Ralzakark's lieutenants patrol the countryside, and whenever they sound their Kallerhorns it signals that the next day will start a competition for any candidates who wish to join their bands. Contests include killing things, making obeisance and flattery, impregnating things, displaying magic potential (since most wild broos, even in Dorastor, have no magic), expressing chaos features, and solving riddles and problems. The lieutenants sometimes even sound these contests when they are among Ralzakark's loyal broo tribes, even though it always infuriates the broo chieftains to lose their best followers to Ralzakark. But such is the attraction of Ralzakark's service that broos often risk their own mentor's wrath to enter the contests.

The Spider Folk of Spider Woods

Common Knowledge: A race of giant spiders inhabits the Spider Woods region. Nothing is known of these creatures, save that they are deadly hunters.

Hidden Knowledge: The Spider Folk are an ancient intelligent race unique to the Spider Woods of Dorastor. Their culture is alien and unfamiliar to human experience, consisting in complex patterns of social behavior and in a subtle language of chemical and scent. Their web artifacts employing spider silks and saliva glues are remarkably flexible and durable, and their web tapestries wonderfully complex in texture, scent, and form.

According to their tribal myths, the Spider Folk have been here since before Arachne Solara spread her web, and are unknown in First Age documents. They do not count days or events as humans, and confirming their antiquity is impossible. They do



recall the Days of Ash, when the sky was dark and the mud lakes lapped at the borders of Spider Forest.

For descriptions and stats of the five types of spiders found in Spider Woods, see "Spiders" on pp. 63-65 in the Encounters section.

Brood Trees

Brood trees are the tall redwood homes of the ranking breeder of a family group. There are perhaps 100 brood trees in Spider Wood. Each brood tree is the home ground of a Spider Folk family.

A typical brood tree is associated with one mature breeder, 2-5 juvenile females, and 3d10 males. Brood trees have 2d3 Passion Spirits bound into their trunks which attack any non-spider who touches the bottom 10 meters of trunk. Fear and pain spirits are most common, but madness and other spirits are encountered. Warding 2-4 protects the area around the trunks; the wands are typically pieces of the living tree root. Males are often away hunting. Juvenile females have 1-6 points of divine magic.

Spirit Trees

Spirit trees are the giant silverwood homes of the Great Mother of Spider Woods. These trees are ancient and huge. Each spirit tree is a center sacred to its Spider Folk clan. There are currently five spirit trees in Spider Forest. These clans have remained stable for a long time; there have been no new clans for the last three centuries. The death of a spirit tree may mean the end of a clan, though there is an established process of succession when a Great Mother dies, and clans can relocate to a new tree.

A spirit tree houses one Mother/Priestess, 1d3 Breeders, 1d10+5 juvenile females, and 10d10 males. Spirit trees have 6d3 Passion Spirits bound into their trunks which attack any non-spider who touches the bottom 10 meters of trunk. Fear and pain spirits are most common, but madness and other spirits are encountered. Warding 6-10 protects the area around the trunks; the wands are typically pieces of the living tree root. 1d10 males remain nearby as guards. Juvenile females have 1d6+3 points of divine magic. Mother Shamans have 1d10+8 points of divine magic, fetches with bound spirits, several bound power and magic spirits, and several ancient tribal magical treasures of HeroQuest stature.

Great Ancient Mother Cult

The Spider folk worship an ancestress whose "name" in scents is untranslatable, but would bear associations like "great," "ancient," and "mother." This

ancestress is incarnate in the bodies of the Great Mothers. The cult is similar to that of Aranea (*Troll Gods, Troll Cults Book*, p. 15), though it includes unique divine enchantment based on magical web designs. The effects of these enchantments are associated with breeding and spiritual enlightenment.

Only females can become priestesses. Males can become initiates, but lack the intelligence and spiritual nature for further advancement, though they are all taught spirit magic spells by the priestesses.

Range

The range of the Spider Folk species is limited to the redwood and silverwood forests of Dorastor. The range of individual family and clan groups is linked to the spirit and brood trees. Spider folk are omnivorous, and take important nutrients from the foliage of their territorial forests. Specimens weaken and die without fresh foliage. Eggs removed from their territory will hatch, but specimens will weaken and die without foliage from specific associated trees. Further, the redwood and silverwood trees cannot grow in any other climate or soil than that of their current range. The trees propagate only through root shoots; they do not produce seeds. Specimens can be collected and planted elsewhere, and may sprout, but die before maturity; they must have local soil to mature.

Redwood and Silverwood

The trees of Spider Forest are unique in all Glorantha. Redwoods are columnar evergreens 40-120m tall at maturity. (The trees are similar to the coastal redwoods of the western United States.) The high crowns of these trees form a roof canopy far above a forest floor covered with needle-mold and sparse, shade-tolerant plants. Giant redwood brood trees are homes to the female breeders of the Spider Folk. The eggs of the Spider Folk are laid and guarded high in the canopies of these brood trees. Male hunters climb the redwoods and travel in the high crowns, but do not climb brood trees. Complex webs stretch over the forest floor and are concealed beneath the needle-mold. Travel over these webs produce vibrations which alert hunters to the presence and location of intruders.

Silverwoods are giant trees with fat, irregular trunks and huge, tree-sized branches extending at irregular intervals along the trunk. They are less tall than redwoods (40-80m at maturity), but their trunks are up to 30m in diameter. (These trees are similar to the massive sequoias of the western United States.) Silverwoods are relatively rare and slow-growing, and are no more than 1% of the trees of Spider Wood.

Spirit trees are the huge ancient silverwood homes of the Great Mothers, and are extremely rare and sacred. Males do not climb these trees, but may worship at their feet. Females may visit these trees at summons or for education.

Redwood and silverwood are marvelously resistant to disease, rot, fire, and insect pests. The wood is light and easily worked, though neither structurally strong nor durable. This wood might have great potential as an exotic export for the Riskland colonies, but logging would inevitably diminish or exterminate the Spider Folk population, and would be resisted fiercely.

Territory

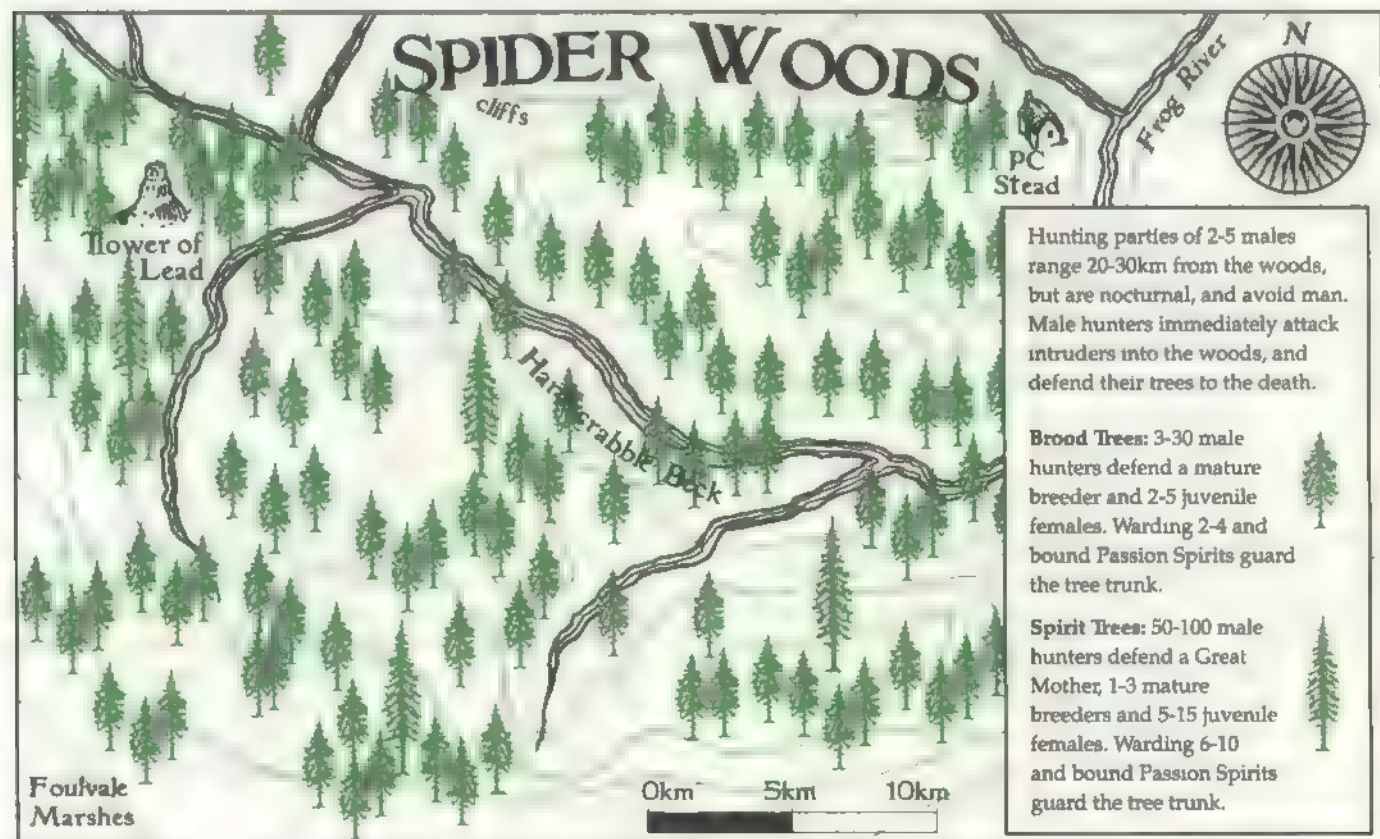
Spider Folk do not recognize abstract territorial boundaries. Territory is only "owned" to the extent to which it can be defended from intrusion. For this reason, the Spider Folk will never acknowledge any abridgement of their right to hunt in Riskland short of forceful prevention. The females do not account the male hunters as much more than domesticated animals, and take no offense if humans kill them. The Spider Folk learn from experience, and will avoid territory where they know male hunters have been

killed. Killing male hunters and displaying their corpses may be recognized as a practical communication of defensive boundary. Capturing male hunters and returning them to Spider Forest will puzzle and intrigue the females. By this method shrewd PCs may conceivably teach the Spider Folk the principle of forbearance in slaying sentient creatures.

The Spider Folk and the Telmori

The Telmori of Nangtali Plateau are the only human culture with any comprehension of spider culture. They leave pretty stones and other intrinsically beautiful durable materials on the edge of Spider Forest, and return to find spider-silk, both raw and processed (ie, sticky). The Telmori do not communicate with the Spider Folk in other ways, though their traditions preserve accurate notions of Spider Folk web tapestries, suggesting a more substantial communication in the past. The Telmori will warn friendly humans that entering Spider Woods is certain death, and truthfully swear that they would never go there in man or wolf form.

The Spider Folk judge all human contact by their dealings with the Telmori and with ancient memories of the invasions and holocausts of the Gbaji Wars,





when the once-larger range of Spider Woods was reduced to its current dimensions. Therefore, the only positive notion of human contact is through trade, and the overwhelming association with humans is of threatened death and destruction of Spider Woods and the Spider Folk.

PC Encounters

PCs may encounter packs of male hunters outside of Spider Woods. Their common hunting grounds includes the marshes of Rotground and Foulvale, Redbark Valley to the foot of Nangtali Plateau, and east to Dorasta Shrine. Inside Spider Woods encounters with male hunters and wild and domesticated swarms are inevitable and extremely dangerous.

The Telmori

Common Knowledge: The Telmori are werewolves because of a curse of chaos taint. Gbaji placed this curse upon them in the First Age. The wolfmen claim all of the woodlands of Dorastor, Kentylland, and Bilini as their hunting grounds. In settled lands bordering the forests they prey upon livestock, and even man. They speak only the tongue of the wolf brothers. They are wild and fierce, and none travel to the Nangtali Plateau for fear of them. By day they are men, and behave as men. By night they are beasts, cunning and ferocious, and eager for blood.

Hidden Knowledge: The Telmori of the Nangtali Plateau descend from Dawn Age Fronelan Hsunchen wolf peoples. Before the First Age the Telmori had migrated and settled in the Telmoria region of northern Ralios and southeastern Fronela. During the First Age, most Fronelan Telmori tribes allied with Nysalor's Golden Empire. In reward for their loyalty, Nysalor granted them a great magical blessing. Instead of being limited to assuming beast form as a limited divine magic from their ancestral spirits, Nysalor enabled them to take wolf form for one day in seven without magical aid. That one day per week was on Wildday. On other days, the Telmori could still assume wolf form as did their forefathers, by divine magic. In an age of constant warfare, the ability to fight ferociously in a magically protected form gave this Hsunchen people great power, honor, and security — or so they thought.

In 470 Nysalor's Telmori allies were crushed and dispersed by Arkat's armies during the Gbaji Wars. Those refugee wolf folk who fled into Fronela were later defeated and cursed by Talor the Laughing Warrior. This curse revealed the taint of chaos which

lay at the heart of Nysalor's "blessing", and henceforth the cursed Telmori were forced to take wolf form every Wildday night. The ever-defeated, ever-reviled Telmori kept wandering east, searching for refuge. Along the path of dispersal from Ralios to Dragon Pass, the Telmori settled in isolated upland wildernesses far from civilization.

The Telmori reached the borders of Dorastor around 850. Here, according to Poisonthorn traditions, a great Telmori leader named Nangtali made a rousing speech, and most of the tribe elected to enter the land and claim it as their own. The Poisonthorn Elves welcomed their new allies to the valley, and taught them much of what they knew about the blasted land. The Poisonthorn elves say the Telmori built a fort at the northern end of their new territory, and called it Wolf Fort. (The Telmori do not live in towns, nor do they build forts, so this part of the tradition is suspect.) Telmori clans then were said to have settled in the wild places upon the Nangtali Plateau, and to have taken the lowlands beneath the cliffs as their hunting grounds.

In succeeding centuries, the Telmori were little troubled by outsiders in their plateau homeland. The initial friendship and good will of the Poisonthorn elves was soon exhausted by irresponsible hunting and raiding in Poisonthorn Woods, and now the Telmori and Poisonthorn Elves are hostile neighbors. Agents of Razakark succeeded in gaining the service of many Telmori clans as mercenaries during Razakark's campaigns, further darkening the reputation of the wolf folk. Finally, many Telmori seem to glory in their foul reputation rather than desire to improve it, for their chieftains know it discourages settlement near their lands.

Modern legends of the Telmori state that they take wolf form under the full Red Moon. It is Wildday, and not the full phase of the Red Moon, that determines when Cursed Telmori take wolf form. Only in the Lunar Empire does Wildday coincide with the full Red Moon.

Hidden Secrets: But not all Telmori followed Nysalor, and not all were marked by chaos.

Most Ralian Telmori never followed Nysalor and never received his blessing. Called the **Pure Ones**, these normal Hsunchen beast people retain the pure features of their dawn age culture, and may take beast form only through divine magic, and never are compelled to the form on Wildday. Unfortunately, during Nysalor's time, the Pure Ones did not fare well, and few survive, mostly in Ralios. They do not bear a chaos taint, and do not offend the Urox chaos sense.



Telmori who received Nysalor's blessing and curse are called the **Old Ones**, or the **Cursed Ones**. Most Telmori of Dorastor, Peloria, and Dragon Pass are Cursed Ones. They bear the chaos curse, and are recognized as such by the Urox chaos sense.

Both Pure Ones and Cursed Ones are found on the Nangtali Plateau, though Pure Ones are rare and seldom encountered. The two types are not distinguishable in appearance or custom to outsiders. The existence and nature of Pure Ones and Cursed Ones therefore remains an exotic secret in Glorantha.

All Gloranthans, including most Telmori, know that the Telmori are cursed with chaos and must become unreasoning, savage beasts under the full moon, to dash about the forest slaughtering man and beast alike in frenzied bloodlust. For the most part, this is the true history, for the Telmori usually encountered are the ones in savage wolf form, and the signs typically seen are the torn corpses of werewolves' victims.

Many Cursed Ones clans in Dorastor serve Ralzakark as mercenaries as they served Nysalor in days of old, and accounts of Ralzakark's warbands have always included stories of frenzied berserker Telmori shock troops, stealthy night raids by preternaturally crafty wolves, and indiscriminant slaughters of soldier and non-combatant alike by the wild wolfmen in beast and man form. Pure Ones, on the other hand, avoid all contact with outsiders, and never raid livestock or attack man, since such actions draw undesired attention. Thus the existence of Pure Ones remains secret.

Telmori Society

Elements of primitive human culture and the social organization of wolves blend in Telmori society.

Telmori live in family groups called packs. Each pack has a territory and sticks to its own area unless driven out by hunger or danger. The pack is the master of its own territory, and its members know every gully and hollow, grove and thicket.

Packs are led by a *deza* and *dezaker*, or "leader" and "he-leader." These two rule their respective genders and have mating privileges with anyone else in the pack. However, they usually reserve this right for each other, and instead assign couplings to their followers within the pack. They have no marriage rites, but consider the act of coupling to constitute a mating ritual suitable to a year's commitment.

Packs act cohesively, and are deeply committed to the general welfare rather than the individual's welfare. The younger pack members, who have no mates

or cubs but are within the pack, give their lives to defend the cubs as eagerly as breastfeeding mothers.

Packs generally take wives from packs in neighboring territories. This fosters inter-pack cooperation. When a great external threat arises, the packs gather to create an Overpack. The Overpack selects a single leader to deal with the joint problem, and all packs and individuals cooperate under the Overleader's authority. Once the crisis is resolved, the Overpack dissolves and normal pack life resumes.

Males and females are not equal in the tribe. Men and women perform the same activities of hunting, tool making, and domestic duties. However, pregnant women and women with children are recognized as bearers and caretakers of life, and highly respected and honored as such. They are protected, obeyed, and given gifts by all other members of the pack. If the *deza* and *dezaker* disagree on protecting the cubs, her opinion prevails as if by instinct.

Telmori youths acquire physical maturity at about age thirteen. Boys and girls are initiated separately, in groups overseen by elders. Afterwards women are accepted into the pack and young men are ejected into the wilds. The women sometimes remain with their original pack, but more often go to neighboring packs.

The bachelor males gather in hunting packs which have no territory or females. These are groups of troublemakers who spend their time poaching or trying to kidnap women and start their own packs. They often go outside Telmori territory to find easier prey, and so are the ones most often found hunting in the lowlands.

Bachelors can also submit to a pack leader to try to join a pack. They then have the privileges which the newest member of the pack has. Naturally, continued participation allows the Telmori to prove himself and gain his rightful place, perhaps even to become pack leader.

Tergavi, or "See All," are the magicians of the Telmori. They are blessed or cursed with the ability and obligation to contact their ancestors and local spirits, to protect everyone from disease and danger, and to provide magical spirits to teach. They name and mark the holy places, so that all Telmori will be protected from inadvertently stumbling upon one. The Tergavi alone know the nature of all these holy places: some are graveyards, some are healing places, some are dens where monsters sleep.

The *Ituvanu* are Telmori magicians affected by the unstable nature of Dorastor. These demented magicians are driven to seek out darkness and destruc-



tion, even chaos, by trying to master spirits which any right-thinking person would avoid. Thus those who survive are very powerful, but often short-lived.

The physical culture of the Telmori is simple and primitive. Since they weekly shed their hands and abandon their tools, they dare not make them too valuable. Their clothing needs are similar, and they have never even bothered to learn sewing, but instead lace crudely tanned hides together. They make temporary shelters from natural material and abandon them on whim, or exploit natural shelters like caves.

Tattoos are popular as adornments and matrices for magic. All Telmori bear the distinctive Wolf Mark, and each pack has its own special marks as well. Most of the spell matrix marks are similar among the packs of Dorastor. The mad Ituvanu are easily distinguished by the extent and outrageousness of their tattoos.

The relationship between Telmori wolves and humans is difficult for non-Hsunchen to understand. The Telmori perceive no essential difference between human and wolf members of the pack. Telmori humans and wolves speak the same language and

share a common culture. It is believed that some of the wolves turn to human shape on high holy days. It is known that humans and wolves mate, and often develop long-term relationships. When Telmori address their animals as "brother," "sister," or even "wife," they are probably speaking literally.

Animal Lore

The entire social life and religion of the Telmori is tied to their wolves. They are raised as children with the pups, they hunt with them, and they are related to them. The Telmori use the skill of Animal Lore in a manner similar to the Eirithan skill Understand Beast Speech. They also use their skill to teach the wolves remarkably complex concepts and procedures. Communication between human and wolf is typically in the form of audible yelps, cries, and speechlike utterances, but Telmori also rely on subtle signs, gestures, and posturing to communicate. Telmori tribesmen usually increase in Animal Lore at the rate of x3 to x5 per year, depending on occupation.

Wolf-brothers

The Telmori live and hunt with huge wolf com-



A Hunter and His Wolf-Brother Observe the Lowlands from Atop the Nangtali Cliffs



panions. (See "The Cult of Telmor," "Wolf-Brothers," p. 122.) Wolf-brothers are remarkably efficient companions in hunting and warfare. When acting as man and wolf, the man exploits the instincts of the wolf. Some train their wolves to respond to oral signals and commands, sign and gesture, as well. As wolf and werewolf, a Telmori and his wolf-brother rely more on cunning and ferocity. The Telmori uses his spells before he involves himself in the chase or attacks, if he uses them at all, since once he's caught in the intense, passionate rush of hunt and war, he often forgets human tactics.

For sample NPC stats for Telmori and their wolf-brothers, see "Encounters," pp. 65-67.

The Ituvanu Magics of the Dorastor Telmori

Cursed Telmori have two classes of magicians. Most are normal shamans who worship Telmor, father of wolves. The second class are termed the *Ituvanu*, or "god-makers". The Ituvanu are greatly honored, but very short-lived. Most are insane. In brief, the Ituvanu's sole function is to enchant magical tattoos onto the bodies of other Telmori, especially warriors. (Pure Ones do not practice Ituvanu shamanism.)

In Sea season, the Ituvanu magicians devote themselves to learning Enchantment, Ceremony, and Summoning, and the associated spells. In Fire Season and Earth season, they spend all their time in group ceremonies in which they summon otherworld beings and then engage them in spirit combat to strengthen their souls (i.e., raise their POW). This is the time of highest attrition among the Ituvanu, since sometimes they summon horrendous spirit creatures too powerful for them to handle — especially common in Dorastor, land of chaos ghosts. Even though all summoning is done within groups of at least 12 Ituvanu, so that the others can assist the summoner should he run into trouble, rarely does an Ituvanu last more than 5-10 years of such diligent seasonal summoning. In Dark season and Storm season, the Ituvanu expend their POW on magic tattoos, and in capturing otherworld beings for binding within a Telmori's tattoo.

In this way, the Dorastor Telmori gain great power for their warriors. However, they pay for it by dooming the most talented members of their tribe to short lives, spiritually deadening labor, and ultimate dooms of great horror. Is it worth it? The Telmori have survived on the Nangtali Plateau for many generations. To a people with a long history of defeat and exile from homelands, the price paid for such security must seem quite reasonable.

Telmori Cursed Ones

These Telmori are werewolves. They are able to take wolf form either by divine magic or on Wildday. On Wildday they gain the magical benefits of Wolf's Head, Wolfhide, and Wolfrunning divine spells, but without the limits of spellcasting. This turns the Telmori of Dorastor into magical wild beasts every Wildday. Each Telmori takes wolf form as soon as the sun goes down, and must remain a wolf until sunrise. The following day hours are passed in exhausted, comatose slumber.

The periodic enforced transformation into werewolves leads to a number of special cultural adaptations:

- They cannot learn a great deal of spirit magic, for their INT is halved weekly. To compensate, all their hunters and warnors are covered with the unique Ituvanu tattoos.
- They wear no armor, and only loose-fitting clothing, such as a wolf could easily shed before entering combat. Their lack of armor is not viewed as a particular handicap, because of the near-immunity to most damage that werewolf form gives them.
- To deal with magic and rune metals, Dispel Magic and Dullblade spells are common among them.

Telmori in the Hazard Fort Campaign

Telmori hunt in the Frog River region. Pure Ones avoid the settlements altogether. Cursed Ones know that sheep are easy, tasty targets. Humans are more dangerous prey, and most Cursed Ones avoid the Riskland steads. Other bold Cursed Ones may perversely enjoy the challenge of hunting Man.

Characters who ascend the cliffs and travel the wildlands of the Nangtali Plateau and the Tobros Mountains are almost certain to encounter Telmori. The wolf folk may either avoid contact but observe, boldly challenge, or stealthily ambush, depending on circumstances and whether they are of the Pure or Cursed Ones clans.

Settler contacts with the Telmori may follow the historical model of contacts between European settlers and native Americans. Most Gloranthans know little about Telmori, and most of what they know is wrong. Both groups are likely to misunderstand one another, and often even good intentions will not resolve fundamental conflicts.

Renekot the Stone, chief of the Riskland settlement, has said that none shall slay a Telmori in man-form without reason, but that wolves — or werewolves — prey on livestock, and must be slain if they threaten steads. The death of a wolf-brother is as



serious a matter for Telmori as the death of a family member, and the slaying of a Telmori hunter's wolf-brother may precipitate retaliatory raids or open warfare with the wolf folk.

Anticipate that PC or NPC attacks on Telmori hunting parties, or explorers on the Nangtali Plateau, may send the Telmori on the warpath. Also anticipate that shrewd and honorable PCs may learn to distinguish Cursed Telmori from Pure Ones. They may by war or challenge establish the right of self defense against the former, and establish neutrality with the latter. Good relations with Telmori automatically confer such benefits on Riskland settlers as: advance warning of chaos floods, and details of their typical features (first wave of juvenile brood, followed by unintelligent horrors, followed finally by scavengers and raiders); advice on protecting the land from broods; how to deal with poisons of spiders of Spider Wood; knowledge of weather and seasons in Dorastor.

Humans in Dorastor

In addition to the widespread Telmori settlements, there are four other permanent human habitations in Dorastor proper: Dorasta Shrine, Dorastor's Inn, Arkat's Last Tower, and Riskland. The first three are described in "Important Locations." The fourth is described in The Riskland Campaign.



A Grim Welcome for Chaos Crusaders



Important Locations

Settlements and Ruins of Dorastor

The Lunar Trade Route

Annually a Lunar trade caravan passes through Dorastor, traveling south from Old Wolf Fort to Ralios in Sea season, returning again from Ralios to Old Wolf Fort in Earth Season. A consortium of Lunar merchants and Imperial officials administrate this enterprise, collecting a tariff on goods and a fee at the muster points of Old Wolf Fort and Kartolin Castle. In return for payment of fees and tariffs, merchants and traders receive an escort of Lunar troops and protection under treaty from attack by Poisonthorn elves and Ralzakark's broos. The elves and broos may also protect the caravan along its route, though they do not answer to the caravan master, and cannot be relied upon to safeguard the commercial interests or personnel of the caravan.

The yearly caravan is huge, with hundreds of guards and wagons. It is actually composed of a few dozen sub-caravans which operate independently, and which may string out along the caravan route because of accidents or other delays. Once the sub-caravans reach Ralios, they diverge to various destinations for trade. So long as all meet again at Kartolin Pass before snow threatens to block the high passes, all will be well, but if a sub-caravan misses the rendezvous, it is forced either to wait in Ralios for a year or to risk a dangerous passage through Dorastor without caravan or treaty protection.

Typically, a caravan entrepreneur makes only two or three trips across Dorastor in his lifetime. With luck and skillful trading, he can make enough money in these few trips to retire a moderately wealthy man. Either that, or he is ruined, dead, or cursed.

The Route: The Lunar treaty caravans follow the route of an ancient First Age road from Old Wolf Fort to Kartolin Pass. From Old Wolf Fort to the Etyries trade mission at Dorastor Inn and thence to the Sweetwater, the path travels through Poisonthorn

Wood, where the land and flora are scarcely touched by chaos, though natural and chaos-tainted wildlife do present some threat. The raised roadbed has been cleared of brush and is quite passable. Only the Sludgestream ford near Dorastor Inn presents any challenge to caravan wagons.

From the Sweetwater to Fort Wrath and then to Arkat's Last Fort the passage is more problematic. Here the woods have been burned over, the undergrowth is dense, and the route of the ancient road is lost or broken for long stretches. Ralzakark's broos have blazed a rough wagon trail, but travel is slow and troublesome. The area is also plagued with fitful chaos phenomena and monsters. Broo patrols manage to deal with most minor disturbances, but the caravan must occasionally stop and form defensive positions when forward scouts report more serious problems along the path.

The Itinerary: In Sea season, the merchants start out at the north tip of Dorastor, at Old Wolf Fort. Starting out before daybreak, with luck and good weather, they can travel through Poisonthorn Wood to Dorasta Inn at Sludgestream ford by nightfall. Otherwise they must camp in the forest and rely on their own guards for security.

From Dorasta Inn the caravan route follows the edge of the elf woodlands to Fort Wrath, where Ralzakark's toll must be paid – one magic item per person. Some merchants engage in a bit of trade with the broos at Fort Wrath, but most do not bother. They then travel through the northern tip of the Hellwoods across the Illlands to the Etyries hostel at Arkat's Last Tower. This is the most difficult and dangerous section of the trip, and may take three days or more. Ascending Kartolin Pass itself takes one or two days, depending on the weather; though steep and difficult, the route is hardly troubled by chaos monsters. At Kartolin Castle, caravaneers can rest secure within the walls. From there, the sub-caravans enter Ralios,



where they trade all summer. The caravan musters again at Kartolin Castle in Earth season, and leaves before early snows can block the Kartolin Pass. The caravan then returns by the same route to Old Wolf Fort and thence to Peloria, where the merchants spend the winter readying themselves, their beasts, and their guards for another trip the following spring.

Old Wolf Fort

This small palisaded fort and trade post has long been held by the people of Talastar. A small garrison and Issaries trade mission are maintained year round, but during the Annual Trade Expeditions, a host of Issaries priests and initiates and a strengthened guard of Talastari Wind Lords and clan warriors protect the fort, its residents and guests, and the trade goods and wealth they carry.

Dorastor's Inn

This fortified wayside inn lies within the Poisonthorn Woods where the Trade Route fords the Upper Sludgestream. The inn is the home of an Etyries mission directed by a free priest. The Etyries mission has treaties with Ralzakark, the Poisonthorn elves, and the Etyries merchant at Arkat's Last Fort. These

treaties ensure the security of the Inn from Ralzakark's broos and the Poisonthorn elves, but the mission must defend itself from the rest of Dorastor's innumerable terrors. The Etyries missions at Dorastor Inn and Arkat's Last Fort monopolize all trade through Dorastor.

The two-story building is surrounded by a stone wall. Lodging costs 100L per night in the common room, 200L for a private room. Meals are included in the price. The inn is guarded by 40 mercenaries, all worshippers of Yelmadio (a condition of the treaty with the Poisonthorn elves). One of them is a combination Light Son/Light Priest, 3 are Light Sons, and 4 are Light Priests. The inn is a safe house, and all persons are welcome so long as they keep the peace. The penalty for breaking the peace is expulsion from the Inn.

The Lunar Trade Expedition passes through Dorastor Inn twice a year, once headed south to Ralios in Sea Season, making the northbound return trip in Earth Season. During these times the Inn is full to bursting. The rest of the time the Inn is empty except for the guards, the Etyries mission, and the odd traveler who disdains the permission of Poisonthorn elves for passage through their lands.

In the off-season the Etyries mission trades with Dorastor peoples for the goods and magic that the Lunar Trade Expedition pays fabulous prices for. These exotic goods demand high prices in Ralios and Peloria, and both the Etyries mission and the traders make a fine profit. The merchants also know much of the current events and rumors of Dorastor, and sell this information at ridiculous prices. They won't sell any information that would risk their status in Dorastor.

Fort Wrath

Visitors to Fort Wrath, including travelers and merchants of the annual Trade Expedition, are met by broo patrols and escorted to Trade Town, a palisaded fort at the northwest foot of Demon Plateau. Many presume that this is Fort Wrath; in fact, Fort Wrath is actually a vast underground complex beneath Demon Plateau. Originally a maze of abandoned Krarsht tunnels, this area has been improved and decorated to suit Ralzakark's tastes and status as Emperor of Dorastor.

As visitors enter Trade Town, broo guards hand them copies of the rules of Fort Wrath written in New Pelorian. These broos are, by courtesy of Ralzakark, free of disease, but the visitors may not have been warned of this, and may vigorously



A Lunar Caravan



decline to accept parchments from broo hands, causing offense to the broos and making an unfortunate scene. The rules read as follows:

FORT WRATH'S RULES

- Do not go past the ghost skeleton.
- Each must give a magic item to Manslime to stay at Fort Wrath or go through Kartolin's Pass.
- No trading except through Manslime, Ralzakark, or Shrike.
- Punishment for disobedience to Expected Behavior: Presentation to Ralzakark at Tea-Time or Dinner.

Trade Town is a wretched assemblage of crude huts and stables to shelter the guards, wagons, and draft animals of the caravans. The structures were built by broos, who do not live in shelters themselves, and have little notion of weatherproofing or furnishings. However, Ralzakark does guarantee that these structures are free of disease, as are all areas set aside for visitors at Fort Wrath.

Guest Quarters: Merchants and honored guests are privileged to sleep in a dry, comfortable chamber called the Guest Quarters near the entrance to underground Fort Wrath. On occasion, Poisonthorn elves or Telmori from Nangtali's Plateau stay here as well. The chamber is only crudely prepared, but is not as bad as, say, troll's quarters. The guest quarters are a single enormous stone room. A heap of tanned furs and trade blankets lie in one corner. A pile of one-meter-square cubes of lumber sit in another corner — these are intended for the guests to use as seats, tables, or whatever they deem necessary. In the center of the room is a blackened area which has often been used as a fireplace. The smoke has nowhere to go but out in the hallway, so only good dry wood or coals are used. Ralzakark does not provide oil lamps but has no objection to visitors using their own. At some point a broo will come to escort the visitors to the Audience Chamber for a meeting with Ralzakark's chief mouthpiece to outsiders, Manslime.

Audience with Manslime

The Audience Chamber: This is a bare chamber with a single ornate chair in the center. No visitor may pass beyond this point without permission and an escort. When they need something, or wish to speak to Manslime, they can come here and shout until they can get a guard's attention. The guard then fetches Manslime, should he deem his presence necessary.

Manslime takes the single chair and expects the visitors to stand respectfully before him. He takes patient offense at discourtesy, and will apparently

endure much in the service of his master. However, anyone who offends Manslime had best watch his back so long as he is in Dorastor.

In the audience Manslime extracts Ralzakark's toll (one magic item per person), finds out what the visitors wish, and explains Fort Wrath's rules. For the dense or humorless, Manslime explains that punishment for disobedience is being served as a tea-time or dinner course to Ralzakark. Usually Manslime deals with visitors by himself, though he may arrange a personal audience with Ralzakark if a large trade deal (over 10,000 lunars) is in the offing. A 3-4 day wait to meet Ralzakark is common, and the appointment must be made through Manslime. If the adventurers desire only to pass through Dorastor, Manslime can arrange this on his own authority.

Guarding the exit from this chamber into Fort Wrath's interior stands an intangible but highly visible skeleton. This skeleton cannot be destroyed, but a 12 pt Dispel Magic (or 6 pt Dismiss Magic) can banish it from existence for one melee round. Should anyone try to pass the skeleton, it asks him "What is the Sacred Word?" in lugubrious and spectral tones. Should the answer be anything but "Rashoran", it states, "Thou Liest. Do not pass." If the culprit or his friends pass anyway, this activates the trap below.

MANSIME Ralzakark's Lieutenant: a Nysalor Illuminate. Manslime commands Ralzakark's Spear Troop. The stats given here include a Bladesharp 4 on the greatsword and Protection 4. This costs him 8 of his crystal's 15 pts. He wears no armor, but subtle tattoos indicate armoring enchantments. His weapons are borne by a broo trooper.

STR 28	Move 4	r leg	16/7
CON 20	HP 21	l leg	16/7
SIZ 21	FP 48	abdom	17/7
INT 15	MP 18	chest	18/9
POW 18	+ 7 crys.	r arm	11/6
DEX 21	= 25 total	l arm	14/8
APP 12		head	22/7

weapon	sr	Attk/Parr	damage	pts
Iron Greatsword	2	205/195	2d8+2d6+4	18
Head Butt	5	175	1d6+2d6	—
Shortsword	3	150/100	1d6+1+2d6	10

Spirit Magic (90%): Bladesharp 4, Countermagic 4, Disrupt, Heal 3, Mindspeech 3, Protection 4.

Skills: Climb 90, Conceal 95, Evaluate 85, Hide 115, Jump 95, Listen 95, Scan 115, Sneak 125.

Magic Items: 15-pt MP crystal, 3 pt Healing focus crystal (adds 3 or doubles value of Heal spells, whichever is less). Greatsword forged by Ralzakark himself. Manslime's Greatsword does +2d8 damage if it hits the target in a leg.



The Trap: When someone attempts to pass the skeleton without passing its test, twin walls of flame appear, one at each side of the chamber. They then begin moving together towards the corridor's center. A Dispel Magic 19 is required to dispel the effect. The two walls advance at 2m/strike rank, and vanish after they meet.

Anyone who walks through one of the walls of flame takes 3d6 damage on each of two rounds, his armor protecting him for the first round. If someone leaps through (Jump roll), he only spends 1 round in the heat, but a failed Jump causes him to fall down, and fry in the flames until he can stand up, then leave, taking an extra 2 rounds to do so.

Arkat's Last Tower

Since Arkat could not take Castle Kartolin, he built this fortification to guard the pass during the campaign against Dorastor. The twenty guards at the Tower are volunteers from Imperial Army units. This frontier posting attracts only disgraced military men and fervent chaos fighters. The head of the guard, called the Keeper of the Gate, answers to the chief

Etyries priest and head of the Trade Mission.

Discipline and duties are informal under the current Keeper, Bogad, and the guardsmen appear to come and go as they please. One peculiarity is worth noting: the guard are under orders to refuse to answer any questions about themselves or their duties at the Last Tower.

The fortress is built on an artificial mound 500m wide at the base and 100 meters tall. The mound sits in a narrow way between two high cliffs at the foot of the pass leading to Castle Kartolin. A narrow trail winds around the tall artificial mountain to the stone fortress on top, where a much eroded earthen dike encloses a rectilinear space 30m x 40m. Through the narrow gatehouse is a courtyard which contains an ancient stone tower and the recently-built Etyries hostel. From the fort one can see across the Poisonthorn Woods to the north, northeast over the tangled vegetation of the Illlands to the Demon Plateau, east beyond the Ash Flats to the Nangtali Plateau and Thunder Mountain, and southeast over Hellwood toward the Skanthi Wilds. Merchants and travelers may shelter in in the courtyards or the hostel, but creatures of chaos are not welcome.



Arkat's Last Tower



The Gatehouse

This place is normally guarded by Bogad and his tame lion. Bogad, a fanatic worshiper of Yanafal Tarnils, disgraced himself back in the Lunar Empire. He has taken upon himself a quest to guard Arkat's Last Tower, and as a special gift from his deity, never sleeps. Only when he has faithfully guarded this tower for 3 years may he return to Peloria. He has a little over a year to serve. He carries a magic crystal of delicate glass. If intruders appear to pose a threat of any sort, he immediately strikes the magic crystal, causing it to emit a magically-penetrating chime audible everywhere within a 1 km radius. All of the folk in Arkat's Last Tower know that this chime means intruders are at the gate.

BOGAD (Human) initiate of Yanafal Tarnils. Keeper of the Gate at Arkat's Last Tower. He wears full iron plate armor.

STR 17		r leg	12/6
CON 17	Move 3	l leg	12/6
SIZ 17	HP 17	abdom	12/6
INT 17	FP 34-32 = 2	chest	12/7
POW 17	MP 17	r arm	12/5
DEX 17		l arm	12/5
APP 11		head	12/6

weapon	sr	attk/parr	damage	pts
Scimitar	5	177/145	1d6+2+1d6	10
2H sword	4	125/85	2d6+8+1d6	18

Spirit Magic (71%): Befuddle (2), Bludgeon 3, Darkwall (2), Heal 4, Protection 6

Divine Magic (86%): Berserk, Sever Spirit, Shield 3

Skills: Scan 80, Search 82, Listen 114

Magic Items: magic warning crystal (see above). Has Damage Boosting 8 on his iron greatsword

Gifts & Gesses: never sleeps, never eats, never drinks.

Notes: Cannot be bribed or influenced, and is fearless in combat

LION entrance guard of Arkat's Last Tower. He wears specially-made iron lamellar armor.

STR 29		rh leg	13/6
CON 17	Move 6	lh leg	13/6
SIZ 24	HP 22	hind q	13/9
INT 5	FP 46-32 = 14	fore q	13/9
POW 15	MP 15	rh leg	13/6
DEX 19		lh leg	13/6
		head	13/8

weapon	sr	attk	damage
R Claw	4	92	1d8+2d6
L Claw	7	74	1d8+2d6
Bite	7	77	1d10+2d6
Rip	4	80	2d8+2d6

Skills: Scan 61, Search 71, Listen 83

The Etyries Mission at the Tower

Sillabus, the Etyries priest and head of the trade mission at Arkat's Last Tower, is usually found in his central audience hall, or else his counting room. A glib and friendly character, Sillabus greets all visitors, checks documents, and collects fees for lodgings at the hostel. He is a veteran trader and diplomat, always interested in news and rumor, and skilled at revealing no more than he chooses to reveal. Sillabus is uncomfortable with the lax discipline of the guard, a constant source of conflict between himself and the Keeper Bogad. Sillabus is further distressed at the small size of the garrison, and is constantly pressuring his superiors for more troops, or for funds to hire additional mercenary guards.

Treasure Room and Guardians

Beneath the tower is an ancient treasure room.

Farnhan speculates in **Ancient Treasures of Dorastor** that among the marvels hidden here are pieces of the Unbreakable Sword and portions of Nysalor's body. In fact, anything of value was removed centuries ago.

The guardians of the treasure room, four scorpion man skeletons, are as bare as the vaults. They loom menacingly right and left as one enters the doorless portal leading to the treasure room. If anyone tries to pass these sleepless guardians, they automatically attack.

SILLABUS, Chief Priest of Etyries and Director of the Local Trade Mission. He normally wears no armor, but if forewarned, can put on chainmail (listed below in his stats).

STR 9		r leg	7/5
CON 15	Move 3	l leg	7/5
SIZ 15	HP 15	abdom	7/5
INT 16	FP 24-22 = 2	chest	7/6
POW 17	MP 17	r arm	7/4
DEX 12		l arm	7/4
APP 13		head	7/5

weapon	sr	attk/parr	damage	pts
Scimitar	7	56/43	1d6+2	10
Thrown Dart	3	65/—	1d6	4

Spirit Magic (63%): Coordination 2, Disruption, Heal 2, Protection 4, Repair 1, Speedart, Vigor 5

Divine Magic (78%): Divination 6, Exchange Spells 2, Mindlink 4, Path Watch 2, Reflection 8, Sanctify, Soul Sight 2, Spelldrawing, Truesword 2, Warding 8, Worship Etyries

Skills: Bargain 89, Evaluate 91

Magic Items: owns none permanently — eventually trades or sells all he gets, but may have any common magic item at any given moment.



Other Significant Locations

Dorasta Shrine

The ancient farming community of Dorasta Shrine lies in the bowl of a box canyon. The broad canyon opens to the east, and to the west it narrows to a steep-walled ravine leading to a great cavern entrance in a cliff called the Cleft of Dorasta. A stream issues from the cavern mouth and flows out to the east through the village and down to the Frog River. The community itself is unremarkable, a small walled village surrounded by wide, fertile fields, always golden in season with the rippling seas of barley. What is remarkable is that such a simple village has stood here for centuries against the irresistible tides of chaos that have washed Dorastor.

Followers of Orlanth and Urox have long been sworn protectors of Dorasta, the grain goddess whose most sacred site lies in the Cleft of Dorasta. However, most communities of Orlanthi and Storm Bulls lie far from Dorasta Shrine, and can hardly come at need in time. The walls of the village are modest, and the people do not even keep a militia. Fifty folk live in town, 16 adults and 34 children. The adults include 3 master farmers, a master weaver, a master woodworker, a master leatherworker, a young Dorasta acolyte and an aged Dorasta priestess. None of them have weapons skills.

The local priestess of Dorasta always assumes the name of Vyrope, the first priestess. The current priestess is so old she has forgotten her original name, and she now believes she is the original Vyrope – an implausible notion immediately dismissed privately by other villagers, though in public they humor this delusion. Vyrope is kind and gentle, but approaching senility.

She currently is training her replacement, a young acolyte named Keirna, who was selected because of the miraculous appearance at her birth of the Three Women, one of whom named her Vyrope. Keirna is honored to have been chosen, but since she has known about her future status since childhood, she is over-confident and arrogant. Keirna is a sturdy peasant woman, neither plain nor pretty, but strong-willed and assertive.

Keirna is a virgin, however, and cannot become Priestess until she has borne a child, and so she seeks a suitable Year Husband for this task. A number of villagers expect her to select Renekot, chief of the Riskland settlement, since that would be a wise polit-

ical move. Keirna resists this notion, precisely because everyone expects it. She knows her duty, however, and will choose him within the year if not presented with a better candidate. Renekot does not know anything about Keirna or the prospective offer of ritual matrimony, and he may have his own views on the matter when he finds out.

The Guardians of Dorasta Shrine: The villagers know of three powerful guardians – the village wyter (protective spirit, see below), the Old One (see below), and Madman Lyo (a huge, friendly monster; see “Special Encounters,” p. 77) – and cheerfully tell visitors about them. The Old One is the leader and primary protector of the people, and does most of the talking to outsiders. In addition, he controls Madman

THE OLD ONE The leader of the folk at Dorasta Shrine

STR 7	Move: 2	r leg	0/3
CON 5	HP 8	l leg	0/3
SIZ 11	FP 12	abdom	0/3
INT 17	MP 21	chest	0/4
POW 21		r arm	0/2
DEX 16		l arm	0/2
APP 19		head	0/3

No Weapon Skills

Spirit Magic (126%): Befuddle, Ignite, Extinguish 4, Glue 1, Heal 9

Divine Magic (121%): Bless Animals 2, Divination 10, Speak to Beast 2, Sunnpen, Vision

Note: He appears to have forgotten his past, including his cult and status. His Divination spell does not work and he has no access to Divine Intervention.

Spirits: he possesses an allied earth elemental that opens and closes the entrance to the cavern passages behind the shrine in the Cleft of Dorasta. He also has access to the village Wyter (protective spirit), which has an INT of 4 and 52 MPs. These MPs are available to the Old One whenever he needs it. The Wyter knows the spell of Protection 4, and can cast it on villagers in time of need (i.e., if the Old One wishes it).

KEIRNA 19 year old acolyte of Dorasta

STR 10	Move: 3	r leg	5
CON 13	HP 14	l leg	5
SIZ 15	FP 23	abdom	5
INT 15	MP 19	chest	6
POW 19		r arm	4
DEX 12		l arm	4
APP 12		head	5

No Weapon Skills

Spirit Magic (110%): Heal 6, Strength 2, Vigor 2, Second Sight (3), Shimmer 2

Divine Magic (100%): Divination x2, Sanctify x3, Soul Sight, Spellteaching, Summon Gnome x2, Worship Dorasta x2, Bless Crops x3, Command Gnome, Regrow Limb x2, Impede Chaos

Allied Spirit: INT 12, POW 15 in the body of a serpent. Knows Heal 6, Strength 6, Command Gnome (1-use Divine spell)



Lyo. The Old One has been here forever, and his origin and past are obscure. He has no other name, and appears to be somewhat senile. The people of the village rely on his judgement, seeking his advice on all questions, even though the advice is often incomprehensible gibberish.

Madman Lyo was born long ago, to one of the townswomen and an unknown father. He was birthed 4 weeks late, killing his mother by eating his way out. The people determined to kill him, but the Old One took him, named him Madman Lyo, and reared him. Madman Lyo grew to full size very swiftly. In one year, he reached his full growth of 7 feet. He always hunted his own meat, and always ate it raw, eating almost anything, including broos and walktapi. He never got sick, but always had a runny nose. He lives in the wild, but whenever the town needs his protection he is always here.

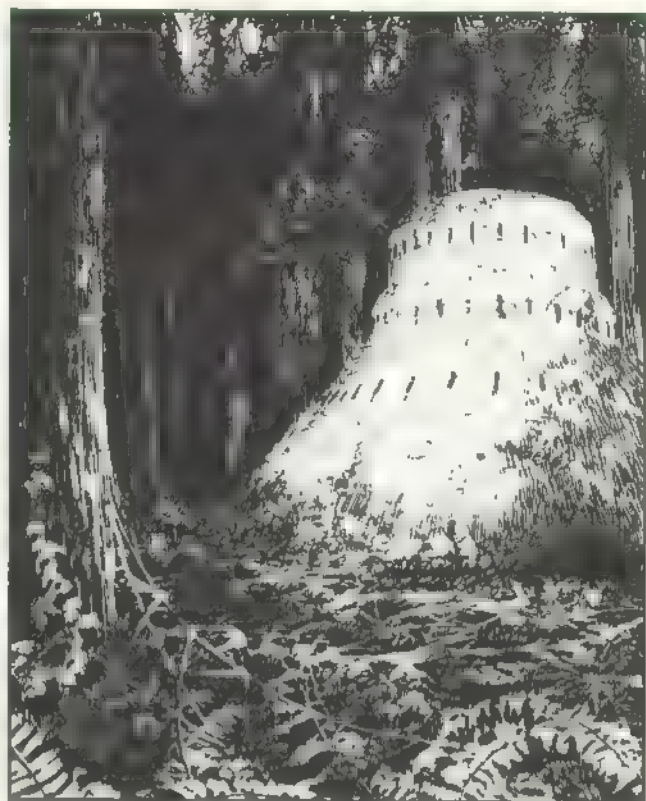
These remarkable guardians still scarcely explain how Dorasta Shrine has endured through the centuries. Perhaps some other potent guardian protects the settlement. The villagers speak of the legend of the Wolfbear, a sacred beast and great enemy of chaos, who is prophesied shall wake from its ages of slumber and emerge, driving the curse of chaos from the land. This Wolfbear is said to hibernate deep in the Cleft of Dorasta, in the caverns behind the shrine in the mouth of the Cleft of Dorasta. The villagers never enter the caverns, and forbid visitors to do so. They do not know why, only that it has always been forbidden, and cannot tell a questioner whether it is intrusion on holy ground, or the dangers of the caverns, that prohibits entry into the caverns. A Divination upon the topic reveals only "Heed Ancient Wisdoms – Entrance is Forbidden."

Tower of Lead

The surrounding Spider Woods and its denizens have historically discouraged the occupation of this First Age tower by all but the most powerful parties. An empty but structurally sound ruin, in times past it has served as a sorcerer's tower, an Arkati fort, a jack-o-bear nest, a Vivamort refuge, and palace for the Mad Sultan.

Bloodstone Fort

This fort was built long before the days of Gbaji, back in the days of the Second Council, when dwarfs and elves were friends. Dwarfs built the fort by smoothing off a plateau and polishing the sides, making it unclimbable. The elves themselves actually live atop



Tower of Lead

the plateau in an eleven garden. The only way to reach the top of the plateau is to fly or go through the gate. From the gate, one must progress up through two more levels before reaching the garden itself.

None other than elves have been admitted as visitors to Bloodstone Fort since the Gbaji Wars. Some have been brought here as prisoners, but no one ever escaped. Even Aldryami are likely to be denied entrance unless they have been invited.

The Gate Level is the lowest level. A stone staircase leads up to the gate from the ground outside. There are two gates here in a row, each guarded by Warding 20. The gates could be attacked in combat, but are incredibly thick and magical (the equivalent of 40 armor points). The warding rods are placed in slots at the corners of the gates, where they cannot be reached by intruders till after the gate has already been passed.

After the gates is a large room. This is where visitors stay. Its only exit is into the Maze, the only way up to the second level. When attacked (their gates have been breached several times), the elves not only fight in the Maze itself, but also defend from above — the ceiling here is riddled with murder holes, round holes through which the elves can fire arrows, drop logs, or cast spells.



Level Two is a single large room used for training soldiers and defending the maze below. Murder holes opening into the maze on the level below are located on the room's floor. Each murder hole has a separate bronze grate which can be closed, clamped, and locked. The lock is not accessible from underneath. If a victim below can get sufficient leverage, they find that the grate resists rupture with an effective STR of 40.

Level Three is a large artificial cavern storehouse boasting a magic fountain which provides an endless supply of fresh water in case of siege.

The top of the plateau is a carefully-planned garden where sacred and mundane plants are cultivated. The Gardener's Council meets here in the Great Grove. By design the plateau itself could shelter and support the entire Poisonthorn elf population at subsistence level.

Dokat

The First Age capital of Dorastor. The only remnants are a few scattered stones and a monumental raised plaza square. Siltation from the Blackwash and the encroaching Rotground marshes have presumably buried other remains. A powerful ghost here was the founder of the city.

Neverdead

The legendary "Zombie Zoo" stands on the banks of the Hellwast in Hellwood. The following description is taken from a journal found on a corpse displayed along the trade route on the borders of Hellwood:

The village is like a normal one except that the houses, streets, and fields are covered with great fruited trees and conifers, permitting only scattered beams of sun to reach the ground. The naked but well-preserved corpses walk the streets and cultivate the land. Dead dogs caper after their masters and dead oxen plow the fields. The Krjalki take the crops so painstakingly tended and harvested by the zombie farmers. In the forest nearby stands a vine-covered giant humanoid skeleton – or statue of a skeleton – over 10m tall that I discovered was magical.



Tireless Laborers in the Fields of Neverdead

Encounters

Big, Ugly, Rude, Disgusting Things That Swarm in Dorastor

This chapter provides encounter tables and detailed encounter descriptions for Dorastor. The list is not exhaustive. Dorastor is, in fact, a literally inexhaustible source of remarkable encounters.

Here are some hints for improvising more chaotic monstrosities.

1) Various other Gloranthan creatures described in *Elder Secrets*, the *Bestiary*, and other supplements are plausible encounters – for instance, catoblepas, redcaps, and rocs from *Elder Secrets*. From the *RQ Deluxe Creatures Book*, try the bandersnatch, behemoth, fathan, gorgon, or jabberwock – all animals normally not found in Glorantha.

2) Adapt creatures from other games compatible with the RQ system. Consider the Hunting Horror or Shoggoth from the *Call of Cthulhu* game, or an Oonai or Mist Giant from the *Stormbringer* game.

3) Adapt a creature normally found in the ocean to land dwelling by giving it legs, magic flight, or other means of locomotion. In this way land-based octopi,

plesiosaurs, sea serpents, sharks, and whales could all afflict the adventurers.

4) Make a non-chaotic being chaotic by adding a chaos feature or three. Suitable creatures for chaotic modification include allosaurs, bears, centaurs, cliff toads, dogs, gorillas, horses, nymphs, pythons, etc. Smaller animals like baboons should travel in packs.

5) Experiment with magically combined creatures – a grampus or dragonewt vampire, for instance. Other possibilities include chaotic manticores whose tails squirt live gorp, a walktapus whose tentacles are actually scorpion tails, and a burning ghost attacking as a salamander & as a wraith simultaneously.

6) If you possess the *Gloranthan Bestiary* use chaos creatures normally native only to areas far from Dorastor. They could be in Dorastor via a magic tunnel or they could have been created by a spell (such as the Thed's spell of Chaos Spawn). Thus, creatures such as the Grue, Huan To, and Nightrider would be plausible.

Improvising a High-Level Campaign Using These Encounters

First, find a reason for your adventurers to go to Dorastor. Consider the following formula as a sample rationale generator.

A reliable source (Divination, the Red Emperor, the Pavis Chankor Mhy temple, Prince Argrath, Hector the Wise, Minaryth Purple) reveals that an Ancient Horror in Dorastor (e.g., the Howler, the Mad Sultan, Skanth and Skath, Razakark, Manslme, Yeach), knows the Arcane Secrets of (the Feidichi, the Empire of the Wyrm Friends, the God Learners, the Dragonewts, Nysalor/Gban, Arkat, the Red Goddess, HeroQuesting, atomic power) and in fact carries on his/her/its person a Remarkable Artifact (the Compleat History of the Hero Wars, the key to Mostai's Cupboard, the Throne of Nysalor, the hilt of the Unbreakable Sword, a map of the HeroPlanes, Orlanth's Rattle, the Heart of Darkness). Adventurers must go to Dorastor to learn these Arcane Secrets and steal the Remarkable Artifact for themselves, or go to Dorastor to slay the Ancient Horror to protect the Arcane Secrets from unpure seekers and destroy the Remarkable Artifact which represents a great threat to all the adventurers hold sacred.

Next, look at the map of Dorastor. How will your adventurers have to travel to reach the Ancient Horror that is the object of their quest?

For a start, they must locate that Ancient Horror. Three locations – the Lunar Trade missions, Razakark's home at Fort Wrath, and Hazard Fort – are good places to go looking for knowledgeable and cooperative sources of Dorastan lore. Anticipate and plan Encounters on the way to these cooperative lore sources.

Next they must embark on a wilderness expedition to find the Ancient Horror. Anticipate and plan Encounters on the way to the Ancient Horror. Foreshadow the coming conflict through Encounters with creatures who know the Ancient Horror, and who are either scared to death of it, or who pretend to be implacable enemies of the Ancient Horror, offering to accompany the adventurers while waiting for a chance to betray them.

Plan the final conflict once the Ancient Horror is located. The Ancient Horror has his refuge in terrain swarming with nasty Encounters. Further the Ancient Horror has allied himself with several Special Encounters who skirmish with the approaching adventurers. Then, in the final conflict, the adventurers discover that the Ancient Horror they are looking for is actually a pretty nice guy, that he hasn't got the Arcane Secrets or Remarkable Artifact, BUT he does know the Special Encounter who has them, and he offers to help the adventurers hunt him/her/it down.



Encounters in Dorastor

Roll once daily and once at night. Add 10% to the Encounter chance night after an encounter.

location	ASH FLAT	BORDER- LANDS	DEMON PLATEAU	DOKAT	DORASTA SHRINE	FOULVALE	GHOSTDIRT
Encounter Chance	10%	30%	30%	20%	30%	30%	30%
Adventurers	—	01-35	—	—	01-15	—	—
Beetles	01-02	—	—	—	—	—	—
Broos	03-12	36-48	—	—	16-24	03-15	01-04
Broods	—	—	—	—	—	—	—
Chaos Snakes	13-20	50	06-07	—	26-35	17-19	05
Chaos Spire	—	—	—	—	—	—	—
Chonchon	—	—	11	—	—	22	09
Clackance (GB)	—	—	—	—	—	—	—
Ghostdirt	—	—	—	—	—	—	10-48
Ghoul	—	—	—	—	—	—	—
Glarg	23-26	—	14	—	—	26-27	41-48
Gorp	27-35	—	—	—	—	—	—
Grayskins	37-52	—	—	41-50	46-48	38-42	52-59
Harpies	—	—	—	—	—	—	—
Helion	53-54	—	30-32	53-55	—	46-47	60-62
Hellwood Elves	—	—	—	—	—	—	—
Lesser Hydra (GB)	—	—	33	—	—	51-52	—
Jack O'Bear	—	—	—	—	—	—	—
Krarkshkid (GB)	55-60	—	34-41	—	—	54-55	—
Krjalk	—	—	—	—	—	—	—
Lamia	—	—	47	58	—	59	—
Elven Marauders	—	—	—	—	—	—	—
Ogre	—	71-72	—	—	65-66	60	—
Poisonous Bush	—	—	—	—	—	—	—
Rotground	—	—	—	—	—	—	—
Scorpion Man	61-66	73-76	—	—	68-69	61-62	64-67
Slime Deer	67-78	—	—	—	70-78	69-72	68-75
Spiders	—	—	—	—	—	—	—
Stoneworm	—	—	—	—	—	—	—
Succubus (GB)	79	—	48-49	62	80	76	76
Talmon	—	—	—	—	—	—	—
Cave Troll	—	87-93	—	—	—	—	77
Vampire	80	94	—	—	—	—	—
Waktapi	81	95-96	52	—	—	78	78
Wraith	—	—	—	—	—	—	—
Zombie	—	—	—	—	—	80	—
Other Chaos	87-98	97-98	99-00	99-00	99-00	91-00	99-00
Special Encounter	97-00	—	81-00	99-00	99-00	91-00	99-00

NOTES: creatures marked by a (GB) are found in the *Gloranthan Bestiary*. If you lack this useful supplement, replace this encounter with "Other Chaos"

Dorastor's Insects

Insects of all species and sizes thrive in Dorastor. Birds, reptiles, amphibians, mammals, and unclassifiable entities feast upon this abundant food source. In turn, the insects feed on herd animals like the slime deer and on hosts like Grayskins. Ironically, the broos and elves often find insects more troublesome than the more dramatic monstrosities of Dorastor. Many larger entities can be daunted, challenged, or avoided individually, but the insects are too numerous to exterminate, too unintelligent to intimidate, and too widespread to escape.

The following varieties of insect are commonly found in the marshlands of Rotground and Foulvale and in the crusts and slumps of Ash Flat.

Deluxe RQ, Creature Book

Ant, Giant, Grampus, Insect Swarms

Trollpak, Book of Uz

Centipede, Giant, Ham Beetle, Penpat, Giant, Praying Mantis, Giant, Sandswimmer, Scorpion, Giant, Solpuqid, Giant, Spider, Giant, Stingworm, Termites, Giant, Tick, Giant, Wasp, Giant, Watch Beetle



Encounters in Dorastor

Roll once daily and once at night. Add 10% to the Encounter chance right after an encounter.

Location	HELLWOODS	NANGTALI'S PLATEAU	POISONTHORN WOODS	ROTGROUND	SPIDER WOODS	TRADE ROAD
Adventurers	—	—	—	—	—	01-05
Bears	01-05	01-05	01-05	02-06	01-07	06-18
Charm Snakes	07-08	07	07	07-09	09	20
Chimera	—	—	—	12	—	—
Crocodiles	—	—	—	—	—	—
Giarg	11-12	—	—	17	13	21
Harpykins	16-25	12-19	—	23-26	15-20	23-27
Hellion	—	—	—	27	24	30
Lesser Hydra (GB)	54	—	—	31-32	27-28	—
Krarshtkd (GB)	56-57	—	—	33-34	32	—
Lamia	35	—	—	41	34	—
Ogre	65	33-34	—	42	35-36	60-62
Poison Bush	—	—	56-65	—	—	—
Scorpion Man	68-70	39-41	66-67	68-70	37	69-77
Spiders	—	—	—	—	46-65	—
Succubus (GB)	82	82	82-83	76	68	81
Cave Troll	83	91-93	—	—	73-74	—
Walktapi	85	85	—	85-86	81	—
Zombie	88-89	—	—	88-89	83	—
Special Encounter	98-00	00	00	97-00	99-00	00

NOTES: creatures marked by a (GB) are found in the *Gloranthan Bestiary*. If you lack this useful supplement, replace this encounter with "Other Chaos"

Dorastor's Prolific Flora

Most of Dorastor's plant life is similar to plant life in surrounding lands. Vegetation in Hellwood and Poisonthorn Woods, in particular, is much like that found in the upland mixed deciduous and conifer forests of nearby Talarstar and Skanthiland.

However, in the central basin of Dorastor, particularly in the marshes along the Sludgestream and in the wastelands of Milland and Fort Wrath, the combination of supernaturally fertile soil and chaotic magical forces produces innumerable wild variations on normal plant forms.

The most common species variant is the plant grown too large too fast. Its bulk outgrows its structure, often producing sprawling, bloated forms or

tangled nests of twining shoots. In extreme cases the branches of a single shrub or tree may cover several hundred square meters.

Another common anomaly is the plant with distorted or mutated organs. For example, a vine may produce absurdly large, pulpy, translucent grapes that burst open when disturbed, covering a large area with splatters of oily putrescence. Or a tree trunk bloated like a pumpkin is covered with tiny, short branches tipped with clumps of fat leaves.

Gigantism and dwarfism are also common. Thickets of briars 15 meters high in the marshes of Foulvale and Rotground are called "briarhells" by wild tribal broods, and a human can stand and look out over the tops of one-meter-tall mature whitebark trees in Poisonthorn Wood.



Adventurers

These are barbarian toughs from the nearby Orlanthi territories who sometimes venture into Dorastor to kill chaos. Dorastor is an extremely dangerous place, and these barbarians know it, so they are extremely suspicious and trigger-happy. If a group of player-characters meet these guys, the player characters may have to prove their bona-fides before the barbarians will deal with them. Such barbarian adventurers could also be used to rescue the player characters if the gamemaster feels such is needed.

A sample barbarian group is described below. Wartung & his brother Hoon are a pair of Storm Khans who are assisted by two priests (Nussus & Forto). Only Wartung is mounted. In combat, Wartung and Hoon charge whatever they perceive as the toughest chaos enemy, backed up closely by Nussus, whose job is to keep the two Khans on their feet.

WARTUNG, male Storm Khan (iron plate armor)

STR 17		r leg	12/6	
CON 15	Move 3	l leg	12/6	
SIZ 18	HP 18	abdom	12/6	
INT 14	FP 32-33 = -1	chest	12/7	
POW 18	MP 18+18 ally +	r arm	12/4	
DEX 12	12 ring = 46 total	l arm	12/4	
APP 11	Dodge 30	head	12/6	
weapon				
RH Bastard swd	6	106 / 88	1d10+1+1d6	12
LH Bastard swd	8	106 / 44	1d10+1+1d6	12
Comp Bow	3/9	107 / 30	1d8+1	7
Lance	3	100—	1d10+1+3d6	10

Spirit Magic (58%): Bladesharp 3, Disruption, Firearrow (2), Heal 5, Protection 3

Divine Magic (78%): Berserker 2, Command Sylph, Face Chaos, Fear 2, Impede Chaos 2, Shield 3

Skills: Conceal 108, Devise 89, Listen 72, Ride 99, Sense Chaos 91, Track 85

Magic Items: his RH Bastard sword carries a 12-pt MP-storing crystal. Around his neck he wears an enchanted necklace holding a 2-cubic-meter sylph.

Spirits: His horned helmet contains a special Storm Bull spirit, the Heart of the Bull (INT 9, POW 16), which knows Strength 9. When this spell is cast, Wartung's STR goes to 34, his attack & parry go up 6, and his damage bonus rises to 2d6. If the spell is cast on Wartung's horse, its damage bonus rises to 5d6, but its skills don't change.

Notes: Wartung carries no money (it's useless in Dorastor).

STINK, Wartung's warhorse

		rh leg	4/7	
	Move 10	lh leg	4/7	
	HP 25	hind q	6/10	
	FP 32	fore q	6/10	
	MP 15	rf leg	6/7	
		lf leg	6/7	
		head	6/9	
weapon				
Kick	6	88	1d6+3d6	
Bite	6	44	1d10	
Rear & Plunge	6	54	2d6+3d6	
Trample	6	75	6d6	

HOON, male Storm Khan, brother to Wartung (iron lamellar body)

STR 15		r leg	9/5	
CON 13	Move 3	l leg	9/5	
SIZ 16	HP 15	abdom	9/5	
INT 12	FP 28-25 = 3	chest	9/6	
POW 17	MP 17+4 = 17	r arm	9/4	
DEX 18		l arm	9/4	
APP 14	Dodge: 52	head	9/5	

weapon	sr	Attk/Par	damage	pts
RH Axe	4	94/64	1d8+2+1d4	12
LH broadswd	7	98/63	1d8+1+1d4	10
Comp Bow	2/7	73/23	1d8+1	7

Spirit Magic (73%): Demoralize (2), Disrupt, Heal 4, Multimissile 2, Shimmer 3

Divine Magic (99%): Berserker, Cure Chaos Wound 2, Face Chaos, Impede Chaos, Shield 2

Skills: Hide 69, Scan 103, Search 72, Sense Chaos 90, Sneak 78, Track 91

Treasure: 4 pt MP crystal, 55 L, Iron-bound battle axe.

NUSSUS, female Chalana Arroy priestess (ringmail armor)

STR 12		r leg	5/4	
CON 11	Move 3	l leg	5/4	
SIZ 12	HP 12	abdom	5/4	
INT 15	FP 23-10 = 13	chest	5/5	
POW 18	MP 18 + 9 spirit	r arm	5/3	
DEX 9	+ 33 crystals	l arm	5/3	
APP 11	= 60 total	head	5/4	

Spirit Magic (93%): Befuddle (2), Heal 7, Light, Shimmer 2, Sleep (3); (known by spirit) Dullblade 6, Endurance 2, Control Healing Spirit

Divine Magic (103%): Comfort Song, Cure Chaos Wound 3, Flight Disease 2, Heal Body 3, Regrow Limb, Resurrect 2, Shield 3, Soul Sight

Skills: Ceremony 51, First Aid 115, Listen 64, Search 68, Treat Disease 57, Treat Poison 82

Treasure: ring w/healing spirit (POW 16), armlet w/intellect spirit (INT p, POW 19), tattoo w/power spirit (POW 8), three MP crystals (14, 10, 9); 102 L, necklace worth 50 L. (Note: her crystals actually belong to Wartung and Hoon, who feel she can use them more usefully.)

Special Ability: she can bring a Storm Bull out of berserkergang by talking to him quietly and rolling her POWx4 on 1d100.

FORTO, ice priest of Valind (ringmail limbs, chainmail body & head)

STR 18		r leg	5/6	
CON 18	Move 3	l leg	5/6	
SIZ 15	HP 17	abdom	7/6	
INT 9	FP 29-18 = 11	chest	7/7	
POW 19	MP 19	r arm	5/5	
DEX 12		l arm	5/5	
APP 15		head	7/6	

weapon	sr	Attk/Par	damage	pts
2H Spear	6	64/73	1d10+1+1d4	10
Hvy Crossbow	3/9	58/28	2d6+2	7

Spirit Magic (86%): Bladesharp 4, Disrupt, Heal 3, Strength 1 (boosts damage bonus to 1d6; adds +1 to attack & parry)

Divine Magic (91%): Command Sylph 8, Face Chaos, Increase Wind 4, Flight 5, Snow

Skills: Climb 82, Scan 59, World Lore 72

Treasure: 6 magic unmeltable icicle matrices, each w/a 6m sylph (below).

Sylph	One	Two	Three	Four	Five	Six
STR	36	48	40	42	45	47
SIZ	6m	6m	6m	6m	6m	6m
POW	19	23	17	21	18	15
HP	16	17	22	18	24	20
Move	10	10	10	10	10	10

Note: Forto's Increase Wind spell can be cast to add to the STR of all sylphs within the area of effect. Forto usually orders a warrior to cast Protection on his sylphs. He may recall a badly hurt sylph to Heal it.

Basilisks

Since basilisks do not breed, and are normally created only by sorcery or Divine magic, it is unclear where the basilisks in Dorastor come from. Perhaps the Hellwood elves make them. Or there may be a secret breeding ground where chaos roosters lay eggs hatched by toads and snakes.

**BASILISK ONE**

			melee	missile	points
STR 30	Move 2/3	tail	01-02	01	6/5
CON 32	HP 17	rh leg	03-04	02	7/5
SIZ 2	FP 62	lh leg	05-06	03	5/5
INT 4	MP 15	hind q	07-08	04-08	6/7
POW 19	Dodge 79	fore q	09-10	09-14	7/7
DEX 6		r wing	11-12	15	5/5
		l wing	13-14	16	6/5
		rf leg	15-16	17	5/5
		lf leg	17-18	18	5/5
		head	19-20	19-20	6/6

weapon	sr	atk	damage
Glance	1	100	death if not resisted
Bite	10	65	1d6 + 1d4 + poison POT 64

Note: 10-pt Damage Resistance and 10-pt Enhance STR in place (spells will expire in 2 years). Weapons hitting a basilisk take 1 pt of damage per pt done, not counting magic bonuses. This basilisk is small enough so that weapons have a -20 percentile chance of hitting.

Sorcery (Free INT 0) Damage Resistance 25, Diminish SIZ 37 Enhance STR 22, Tap POW 46

Explanations: This basilisk was once the familiar of a broo. The broo that originally tamed it also taught Enchanting to a pair of grayskins and used all the grayskins' POW in giving the creature enhanced armor. Later, the broo was captured by Adull Headshrink (see Special Encounters), and his head was added to Adull's collection. The sorcerer is now neither dead nor alive, and so the basilisk is free to act on its own.

BASILISK TWO

			melee	missile	points
STR 4	Move 2/3	tail	01-02	01	2/3
CON 16	HP 9	rh leg	03-04	02	2/3
SIZ 1	FP 20	lh leg	05-06	03	2/3
INT 3	MP 15	hind q	07-08	04-08	2/4
POW 15	Dodge 87	fore q	09-10	09-14	2/4
DEX 6		r wing	11-12	15	2/3
		l wing	13-14	16	2/8
		rf leg	15-16	17	2/3
		lf leg	17-18	18	2/3
		r head	19	19	2/3
		l head	20	20	2/3

weapon	sr	atk	damage
Glance	1 (x2)	100	death if not resisted
Bite	10 (x2)	65	1d6 + poison POT 32

Note: weapons hitting a basilisk take 1 pt of damage per pt done, not counting magic bonuses. This basilisk is small enough so that weapons have a 30 percentile chance of hitting.

Chaos Feature: Two heads. This basilisk's normal attack technique is to fly overhead, glancing down at its prey. The only way to get it (if you cannot fly), is to use spells or missile weapons. Because the basilisk is constantly moving, missile weapons have an additional -10 chance to hit.

Broos

Three sample broo gangs are given here. They are typical of the wide range of broos found in Dorastor.

The Saurian Broos

This is a gang of four brothers, all the result of one hybridization with an armored dinosaur. They have some sort of connection with Platewalker, the were-stegosaur described in the Special Encounter section. Exactly what that connection is, is unclear (up to the GM to define). Perhaps they are the source of Platewalker's unwelcome conversion.

Their leader is Sorehorn, and the others are Pune, Udgog, and Stupe. They may be willing to parley with a group that could offer them metal

weapons to fit their huge malformed fists. Armor would be even more interesting. Right now, their only protection are their thick, bony hides.

They open their attacks with a volley of thrown weapons. After the volley, they charge into melee, where their sheer mass gives them an edge.

SOREHORN (Saurian Broo), the big guy, triceratops-headed Primal Chaos initiate

STR 60		r leg	14/17
CON 41	Move 4	l leg	14/17
SIZ 61	HP 51	abdom	14/17
INT 9	FP 101	chest	14/21
POW 15	MP 15	r arm	14/13
DEX 7		l arm	14/13
APP 5		head	28/17

weapon	sr	atk/parr	damage	pts
Stone Axe	5	55/60	2d6+2+7d6	18
Head Butt	8	80/—	2d10+7d6	—
Javelin *	4	45/—	1d10+7d3	10

* sharpened sapling

Spirit Magic (76%): Befuddle (2), Demoralize (2), Disrupt, Slow 1

Skills: Climb 40, Jump 65

Chaos Features: Carries Wasting Disease. He is immune to magic. No spells, including beneficial ones, can affect him. He can cast spells, however (but not on himself).

PUNE (Saurian Broo), runt of the litter, rhino-headed initiate of Malia

STR 30		r leg	6/9
CON 21	Move 4	l leg	6/9
SIZ 30	HP 26	abdom	6/9
INT 9	FP 51	chest	6/11
POW 12	MP 12	r arm	6/7
DEX 6		l arm	6/7
APP 3		head	12/9

weapon	sr	Attk/Parr	damage	pts
RH Club	5	86/39	1d10+3d6	12
LH Club	5	66/44	1d10+3d6	12
Head Butt	8	96/—	1d8+3d6	—
Thrown Rock	4	50/—	1d4+3d3	—

Note: He follows normal two-weapon use when fighting with his clubs.

Spirit Magic (59%): Disrupt, Heal 2, Protection 2, Sneezes (2), Speedart

Skills: Devise 40, Track 85

Chaos Features: Carries Shakes

UDGOG (Saurian Broo), the mean one, styracosaur-headed initiate of Thed

STR 45		r leg	10/13
CON 30	Move 4	l leg	10/13
SIZ 46	HP 38	abdom	10/13
INT 14	FP 75	chest	10/16
POW 16	MP 16	r arm	10/10
DEX 8		l arm	10/10
APP 5		head	20/13

weapon	sr	atk/parr	damage	pts
RH Club	5	60/50	2d8+5d6	18
Head Butt	8	60/—	1d10+5d6	—
Stone Axe	4	56/—	1d6+5d3	6
(thrown)				
Spit	1	Auto/—	pain spirit	—

Spirit Magic (71%): Heal 2, Sneeze (2)

Divine Magic (106%): Cause Creeping Chills, Reverse Chaos 3

Skills: Track 50



Chaos Features: He has the ability to spit a pain spirit (POW 3d6+6) at a designated target by spending 1d6 MPs.

STUPE (Saunan Broo), stegosaur-broo initiate of Thed

STR 32		r leg	8/13
CON 25	Move 3	l leg	8/13
SIZ 50	HP 38	tail	16/10
INT 6	FP 57	abdom	16/13
POW 11	MP 11	chest	16/16
DEX 12		r arm	8/10
APP 3		l arm	8/10
		head	8/10

weapon	ar	atk/parr	damage	pts
Club	4	61/46	2d8+4d6	20
Tail Lash	7	96/—	8d6	—
Thrown Rock	3/9	44/—	1d4+4d3	—

Spirit Magic (53%) Demoralize (2) Heal 3 Mobility 1

Chaos Features: spiked tail. No head butt attack (small hornless head)

The Slime Broos

This is a gang of greatly mutated broos and other chaotic monsters. They are too warped and alien to be able to talk or reason with a group of adventurers. Their only interaction with the normal world is that of destruction. Most of their number have learned the sorcerous Tap spell and use it (usually on Grayskins) to keep their MPs at a level of twice their POW.

The leader is Slime Shaman, and the others are Rotness, Twistooth, the Gnarl, Grope, Grasp, and Gutlock. In combat, those Slime Broos possessing Countermagic cast it, and then all crouch behind rocks and trees, casting their powerful attack spells, on which they primarily rely. They don't engage in melee until their targets charge first, or are completely discommoded by the spells, then they go for a free-for-all.

SLIME SHAMAN (Slime Broo) priest/shaman of Primal Chaos and Thed. unleashes attack spirits in opening combat, then casts spells. Don't forget to use the Slow 6 spell. It can be very useful in a tactical situation. Once melee is joined, the fetch acts as magic support.

STR 12		location	d20	hit pts
CON 30	Move 2	pseudopod	01-06	17
SIZ 24	HP 27	body	07-14	14
INT 15	FP 42	r arm	15-16	7
POW 18	MP 18	l arm	17-18	7
DEX 4	+ 37 fetch	head	19-20	9
APP 1	+ 12 spirit = 67 total			

weapon	ar	attack	damage
R Touch	7	80	1d8 acid
L Touch	7	80	1d8 acid
Head Butt	10	80	1d8+1d8

Note: Slime Shaman can attack 3 times a round, twice with its hands, then head butt 3 STRs. The acid oozes out through his hollow fingertips.

Spirit Magic (96%) Befuddle (2), Demoralize (2), Disrupt, Heal 2, Slow 6, (known by fetch) Dispel Magic 8

Divine Magic (106%): Chaos Spawn, Reverse Chaos 2, Spirit Block 2

Sorcery (Free INT 1; Intensity 45): Tap POW 59

Spirits: fetch INT 8, POW 37 carries 3 spirits (using up 35 of its MPs) as follows — a POW spirit (POW 12), a Madness spirit (POW 13), and a 4 meter Gnome (STR 41, POW 10, HP 56).

Chaos Features: immortal — regenerates from damage at the rate of 6 pts per round, even if reduced to 0 or fewer hit pts. In effect, Slime Shaman can only be killed by POW loss, Sever Spirit, or similarly powerful effects. He could be neutralized if buried alive or entombed within a blob of molten metal that was then allowed to cool.

ROTNESS (Slime Broo) spider-like (wears chain armor on chest & arms), hangs back and shoots arrows in combat. Once melee is joined, he'll dart up and throw webbing at anyone that seems to be beating one of the slime broos.

STR 9	Move 5	location	d20	armor/pts
CON 23	HP 16	r leg	01-02	4/4
SIZ 8	FP 32-8=24	l leg	03-04	4/4
INT 15	MP 22	lf leg	05-06	4/4
POW 11		abdom	07-08	4/4
DEX 18		chest	09-11	4/6
APP 3		r arm	12-14	11/7
		l arm	15-16	11/4
		head	17-18	11/4
			19-20	7/6

weapon	ar	Attack	damage
Sell Bow	2/7	90	1d8+1 + poison POT 23
Bite	8	80	1d8 + poison POT 23
Webbing	2	80	STR 9 entanglement

Spirit Magic (54%) Countermagic 4, Disrupt, Heal 3, Protection 4, Speedart Sorcery (Free INT 1; Intensity 17): Tap POW 44

Skills: Climb 99, Devise 40, Track 85

Chaos Features: poison bite. Drools own poison on arrowtips to envenom them.

Notes: can use either self bow or webbing (web has a range of 18m). In melee can both bite & squirt webbing. Anyone in the web is immobilized and cannot dodge plus attacks & parries are at 1/2 skill. To escape the web, he must spend a round doing nothing but matching his STR vs. the web. Multiple webs add together. Two webs are STR 18. Three are STR 27, etc. Fire destroys the web's STR by doing damage.

TWISTUSK (Slime Broo) cat-like, priest of Seven Mothers: Twistusk once was human, a civilized Lunar caravan guard, but was entranced by the attractions of raw chaos. He wears ringmail.

STR 15		r leg	5/5
CON 18	Move 12	l leg	5/5
SIZ 12	HP 15	abdom	5/5
INT 17	FP 33	chest	5/6
POW 15	MP 30	r arm	5/4
DEX 14		l arm	5/4
APP 12		head	8/5

weapon	ar	atk/parr	damage	pts
R Rapier	7	109/50	1d6+1+1d4	8
L Rapier	7	64/97	1d8+1+1d4	11
Bite	10	78/—	2d4+1d4	—

Spirit Magic (89%) Befuddle (2), Countermagic 4, Heal 3, Protection 4

Divine Magic (114%), Madness 2, Mindblast 2, Reflection 3

Sorcery (Free INT 1; Intensity 76): Tap POW 92

Skills: Scan 50, Search 52, Track 54

Magic Items: Left rapier contains a broo ghost (INT 8, POW 14) who knows Bladesharp 3 and Ironhand 5, and will cast them on command. Also, the rapier is enchanted to 11 AP.

Chaos Features: cat-head, but with boar-like tusks. Uses Bite instead of head-butt. Move 12.

Note: Twistusk uses normal two-weapon rules. Normally attacks w/ the right rapier and parries w/ the magical left one.

THE GNARL (Slime Broo) The Gnarl has no body — only two legs, two arms, and a head springing from a central node. Its chaos power is extremely effective, and the other broos will fight to defend it. If they have time, the other Slime Broos will rush up to the Gnarl to get random Chaos



Features from its touch before entering battle. The Gnarl has no spells or magic, but will spit its acid spray, which has a range of 20m.

			d20	hit pts
STR 8		r leg	01-04	12/4
CON 12	Move 3	l leg	05-08	12/4
SIZ 7	HP 10	r arm	09-12	12/4
INT 5	FP 20	l arm	13-16	12/4
POW 15	MP 15	head	17-20	12/4
DEX 16				
APP 0				

weapon	ar	attack	damage
Acid Spit	1	Auto	12 pts acid
Touch	10	95	Chaos Feature

Chaos Features: acid spray, chaos-feature touch, and 12-point skin.

Note: the Spray hits a single hit location of the gnarl's choice. The Touch gives the target (if he is willing — otherwise nothing happens) a random Chaos Feature, which lasts for only 10 melee rounds.

GROPE (Slime Broo) snail-like, acolyte of Thed: Grope has a huge snail-like shell over his body, and constantly dnps immense quantities of greasy slime.

			melee	missile	points
STR 14		r leg	01-04	01-03	5/7
CON 19	Move 2	l leg	05-08	04-06	5/7
SIZ 18	HP 19	shell	09-12	07-15	13/10
INT 12	FP 33	r arm	13-15	16-17	5/5
POW 22	MP 44	l arm	16-18	18-19	5/5
DEX 5		head	19-20	20	5/7
APP 5					

weapon	ar	attk/par	damage	pts
Club	7	89/68	1d10+1d4	10
Head Butt	10	99/—	1d6+1d4	—

Spirit Magic (119%): Bludgeon 3, Countermagic 1, Heal 2, Protection 3

Rune Magic (109%): Reverse Chaos 12, Spirit Block 3

Sorcery (Free INT 2; Intensity 63): Tap POW 51

Skills: Track 91

Chaos Features: +2d6 POW, slime skin

Note: anyone hit by Grope's club or head butt is also hit by the slime. Whether or not the target's armor is penetrated, the location hit is "gooed up" with the slime. An affected leg halves the target's movement. An affected arm can only attack or parry at 1/2 ability. If the head is hit, the target's eyes, ears, and nose are partially slimed over, and all skill rolls are halved. If the body is hit, no special damage is done. The slime can be washed with vinegar, wine, or soapy water.

GRASP (Slime Broo) stinking: Wears disease-infected ringmail. His arm springs from the side of his head, and his legs from the bottom of a very long, almost-snake-like torso. An extra head sprouts where his left arm should be. This body constantly sways from side to side, which distracts and annoys foes.

STR 13		r leg	5/5
CON 17	Move 4	l leg	5/5
SIZ 15	HP 16	abdom	5/8
INT 11	FP 30-10=20	chest	5/10
POW 17	MP 34	r arm	5/3
DEX 13		head 2	8/6
APP 8		head 1	8/6



The Slime Broos (left to right): Gutlock, Twistusk, Slime Shaman (behind), The Gnarl (front), Rotness, Grasp and Grope



weapon	sr	atk/parr	damage	pts
Greatsword	6	77/67	2d6+1d4	12
Head 1 Butt	9	86/—	1d6+1d4	—
Head 2 Bite	9	75/—	armor removal	—

Spirit Magic (61%): Disrupt, Heal 4, Shimmer 5

Sorcery (Free INT 1, Intensity 29%): Tap POW 55

Chaos Features: carries the Shakes. Has the very specialized chaos feature that his Disrupt spells always automatically overcome the target's MPs. Defensive magic can block this.

Also, Grasp smells so vile that anyone fighting him must subtract 60 from chances of hitting, and must choke and gag on the fumes. Non-intelligent animals always keep their distance — a mounted opponent must get a Special success in Ride to keep his horse near Grasp's horrible stink.

Note: the extra head has the same hit location as the missing left arm, and can bite at the same time as head 1's butt. It gnps hold of armor and pulls it off the hit location struck, exposing that location for other attacks. If head 2 bites the same location a second time, its attack does nothing, since the armor has already been peeled off. Head 2 has no effect on natural armor (like scales) or on armor-like magic (like Protection or Shield).

GUTLOCK (Slime Broo) priest of Pochamgor. He has a grossly swollen abdomen, and smells like vomit. He also has the remarkable and disgusting ability to shoot his own intestines (one at a time) out of his mouth to entangle and foul up an opponent in melee. He wears the great treasure of the gang — Iron chain armor, taken from some forgotten rune lord and now infected with disease. In combat, he casts his Ironhand to boost his chest and head butt, and then flails away, spitting an intestine every two or three rounds, so that his foes must spend their time disentangling while he smashes them up.

STR 24		r leg	11/6
CON 17	Move 3	l leg	11/6
SIZ 17	HP 17	abdom	11/9
INT 14	FP 41-24=17	chest	11/7
POW 17	MP 34	r arm	11/5
DEX 10		l arm	11/5
APP 3		head	11/6

weapon	sr	atk/parr	damage	pts
Right Cestus	7	81/82	1d3+2+2d6	8
Left Cestus	10	56/52	1d3+2+2d6	8
Head Butt	10	78/—	1d6+2d6	—
Spit Intestine	3	97/—	1d6 acid + tangle	—

Spirit Magic (76%): Countermagic 4, Heal 3, Ironhand 4

Divine Magic (91%): Consume 5, Dismiss Magic 3, Create Gorp 4, Wither, Worship Pochamgor

Sorcery (Free INT 2; Intensity 46%): Tap POW 88

Chaos Features: carries Creeping Chills (internally, he carries more diseases — targets are exposed to them if they take damage from his intestines). The intestine spit is obviously chaotic.

Notes: He can attack with both cestus and the head butt, or with the intestine spit each round. The intestine wraps around a struck location and entangles it, just like a whip. If the intestine is parried, it automatically wraps around the parrying weapon instead. Each round that it remains on the weapon or location, it does 1d6 acid damage. If the target's armor is ever penetrated and he takes damage, he is exposed to Wasting Disease, Creeping Chills, Brain Fever, Soul Waste, and the Shakes. To disentangle himself, he must take a round to do nothing but get loose (no attacks, parries, dodging, or spellcasting) and roll his DEX+STR or less on 1d100.

The Spirit Broos

These broos are all shamans. Individually they are not particularly powerful, but together they are a force to reckon with.

They have no leader and are run as democratically as broos ever are — when they need to make a decision, all vote and the majority forces the others to obey. They include Souhwaste, Brainrot, Wrackthumb, Organ, and Lumpspear. If they encounter a group of humans at night, they'll use their Extinguish spells to put out any lights, then rely on their shamanic second sight to target spells and missiles. If they see the POW aura of any bound spirits, the broos will cast Control spells to take over those spirits and target the spirits against their former masters.

SOULWASTE (Spirit Broo), shaman/priest of Thed

STR 14		r leg	9/6
CON 17	Move 4	l leg	9/6
SIZ 14	HP 16	abdom	9/6
INT 12	FP 31	chest	9/7
POW 14	MP 14	r arm	9/4
DEX 17	+19 fetch	l arm	9/4
APP 5	= 33 total	head	12/6

weapon	sr	atk/parr	damage	pts
2H Spear	5	55/50	1d10+1+1d4	10
Head Butt	8	88/—	1d6+1d4	—
Javelin	2	68/—	1d10+1d2	—

Spirit Magic (77%): Control Ghost, Control Passion Spirit, Extinguish 2, Heal 3, Lightwall (4), Speedart; (known by fetch) Befuddle (2), Dispel Magic 4, Protection 5

Divine Magic (107%): Mind Link 1, Reverse Chaos 4, Sanctify, Worship Thed

Spirits: Fetch (INT 11, POW 18); holds a madness spirit (POW 16)

Chaos Features: +8 point skin; +6 DEX

Note: carries 3 javelins, tipped with poison POT 13 and Brain Fever.

BRAINROT (Spirit Broo), shaman/priest of Malia (wears scale armor). He uses his Control Intellect & Power spirit spells primarily as attack spells — denuding his opponents of their magical support. Since he is a shaman, he can easily see such spirits on a foe's person.

STR 23		r leg	6/6
CON 17	Move 4	l leg	6/6
SIZ 17	HP 17	abdom	6/6
INT 13	FP 40-26=14	chest	6/7
POW 18	MP 18	r arm	6/4
DEX 11	+31 fetch	l arm	6/4
APP 7	+12 spirit	head	9/6
	=61 total		

weapon	sr	atk/parr	damage	pts
Flail	6	56/50	1d6+4+1d6	10
Head Butt	9	76/—	1d6+1d6	—
Comp. Bow	3/9	54/—	1d6+1	—

Spirit Magic (77%): Bludgeon 8, Control Intellect spirit, Control Power Spirit, Extinguish 2, Speedart; (known by fetch) Demoralize (2), Protection 6, Strength 1 (increases damage bonus to 2d6 and adds +1 to attack & parry); (in horn matrix) Heal 2

Divine Magic (87%): Cause Brain Fever 2, Cause Brain Fever, Cause Soul Waste 4, Cause Wasting Disease 6, Command Disease Spirit 2

Spirits: Fetch (INT 9, POW 31); holds two disease spirits (Brain Fever, POW 14; and Soul Waste, POW 17). One of his horns is engraved into an enchantment holding a power spirit (POW 12). The other horn is engraved into a Heal 2 matrix.

Chaos Features: +10 STR; carries Brain Fever and Soul Waste

Note: Arrows carry Brain Fever. The 3-chain flail's balls are enchanted lead (hence the extra damage done).



WRACKTHUMB (Spirit Broo), shaman/priest of Malia (wears scale armor).
The fetch casts Sneeze while Wrackthumb engages in melee

STR 11		r leg	6/5	
CON 14	Move 4	l leg	6/5	
SIZ 14	HP 14	abdom	6/5	
INT 15	FP 25-20=5	chest	6/6	
POW 20	MP 20	r arm	6/4	
DEX 10	+13 fetch	l arm	6/4	
APP 9	= 33 total	head	9/5	

weapon	sr	atk/parr	damage	pts
War Maul	6	69/70	1d10+2+1d4	12
Head Butt	9	101/—	1d6+1d4	—
Sling	3/9	71/—	1d8	—

Spirit Magic (77%): Bludgeon 3, Control Disease Spirit, Control Power Spirit, Extinguish 2, Heal 3, Lightwall (4), Speedart; (known by fetch) Befuddle (2), Bludgeon 5, Darkwall (2), Dispel Magic 2, Disrupt, Repair 1, Sneeze (2)

Skills: Brew Poison (POT 13) 65

Spirits: Fetch (INT 15, POW 13); holds a disease spirit (Creeping Chills, POW 9)

Chaos Features: carries Creeping Chills, Soul Waste, and the Shakes.

Note: sling pellets carry the Shakes.

ORGAN (Spirit Broo), shaman of Primal Chaos. Chaos casts his Protection 15 on himself, then on other Spirit Broos, if he thinks they need it and he can afford it. He has many chaos features, some good, some bad.

STR 16		r leg	0/5	
CON 13	Move 4	l leg	0/5	
SIZ 15	HP 14	abdom	0/5	
INT 15	FP 29	chest	0/6	
POW 17	MP 17	r arm	0/4	
DEX 15	+22 fetch	l arm	0/4	
APP 8	+36 spirits	head	3/5	
	=75 total			

weapon	sr	atk/parr	damage	pts
2H Spear	6	65/58	1d10+1+1d4	10
Head Butt	9	82/—	1d6+1d4	—
Sling	3/9	87/—	1d8	—
Befuddle	1	Auto/—	befuddle	—

Spirit Magic (77%): Protection 15; (known by fetch) Befuddle (2), Control Elemental, Extinguish 2, Firearrow (2), Heal 6

Spirits: Fetch (INT 13, POW 22); holds two power spirits (POW 12 & POW 8); has tattoo on back holding another power spirit (POW 16).

Chaos Features: Absorbs spells up to 4 magic points; hideous — opponents must roll POWx5 or be demoralized; befuddles 1 opponent per round (must overcome target's MPs); brittle bones — any blunt weapons do double damage, -5 from CON; immune to fire damage; horns marbled with gold (worth 500 L)

LUMPSPEAR (Spirit Broo), shaman/priest of Thed (wears ringmail)

STR 15		r leg	5/6	
CON 18	Move 4	l leg	5/6	
SIZ 18	HP 18	abdom	5/6	
INT 15	FP 33-12=21	chest	5/8	
POW 13	MP 13	r arm	5/5	
DEX 13	+28 fetch	l arm	5/5	
APP 7	= 41 total	head	8/6	

weapon	sr	atk/parr	damage	pts
2H Spear	5	62/59	1d10+1+1d6	10
Head Butt	8	71/—	1d6+1d6	—
Javelin	2	72/—	1d10+1d3	—

Spirit Magic (63%): Bladesharp 4, Control Power Spirit, Extinguish 2, Heal 3, Lightwall (4), Speedart; (known by fetch) Demoralize (2), Dispel Magic 8, Disrupt, Protection 4

Spirits: Fetch (INT 14, POW 28); holds a fear spirit (POW 13) and a disease spirit (Soul Waste, POW 14)

Chaos Features: carries Creeping Chills.

Note: carries 3 javelins Creeping Chills.

Broobats

The native population of harpies has occasionally interbred with broos, giving rise to creatures known as broobats. These beings were then bred for viciousness and magic power in the old days of Dorastor. In the process, they have lost intelligence, but gained useful chaos abilities

char	avg		location	melee	missile	pts.
STR 3d6+6	18-17	Move 1/7	right leg	01-02	01	4/5 (.25)
CON 2d6+6	13	HP 18	left leg	03-04	02	4/5 (.25)
SIZ 3d6+12	22-23	FP 24	abdomen	05-07	03-06	4/8 (.33)
INT 2d6	7	MP 11	chest	08-09	07-11	4/8 (.40)
POW 3d6	10-11		right wing	10-13	12-15	4/6 (.33)
DEX 3d6+6	16-17		left wing	14-17	16-18	4/8 (.33)
			head	18-20	20	4/6 (.33)

Weapon	SR	Attack	Damage
Head Butt	7	40+5	1d6+1d6 + flaming death

Magic: can learn any. Usually belong to broo cults such as Malia or Thed.

Chaos: POW x 3% chance of having an additional chaos feature, beyond the flaming death caused by their horn attack

Armor: 4-pt hide

Note: Broobats have a particularly virulent chaos ability. Anyone who is wounded by a broobat's horns bursts into flame, taking 1d6 damage per round in the wounded hit location until he can douse the fire. Spashing with water or quick burying in sand extinguishes the fire instantly — as does a 1 pt Extinguish spell. If such useful remedies are not available, the victim can try to beat out the fire, doing nothing else that combat round, and having a DEX x 5% chance of success.

Unlike normal broos, broobats are not immune to poison or disease. However, membership in the Malia cult often gives them equivalent protection vs. disease, at least.

Chaos Snakes

Chaos snakes are a remnant of the Godswar, when many creatures were mutated by Chaos. Uncommon everywhere in Peloria except Dorastor (where they are common), they are found as far away as Prax and Seshnela. They nest and hunt in groups of 2-12, though they may also be encountered individually. Most specimens are 1-2 meters long. Coloring varies widely, even among snakes of the same type, but green and brown predominate. These snakes are remarkably prolific, producing 1-4 clutches of 1d6 eggs each year. Each egg is of a random snake type, and all variations are encountered together.

The varieties described below are representative; many other forms are known. All variations are part of the same species, and have identical stats.



characteristics	average	attributes
STR	1d6+3	6-7
CON	2d6+2	9
SI2	1d6+3	6-7
INT	3	3
POW	1d6+8	9-10
DEX	3d6	10-11

location	melee & missile	points
tail	01-06	1/3
body	07-14	1/3
head	15-20	1/3

weapon	SR	Att	Damage
Bite	9	30-1	1d4+1

Skills: Climb 80+3, Scent 25+2, Hide 50+5, Sneak 75+5

Armor: 1 point skin

Chaos Features: Each snake has a 5% chance to have a Chaos Feature, in addition to the special features of its variety

Notes: If the snake has multiple attacks (see below), they can use both in the same round, at the strike ranks listed for each.

Several Chaos Snake Varieties

Fang Snake: These snakes are the basic stock. They look normal, but have only a single fang in their mouth. Their bite injects a poison of their CON potency, which does not take effect until an hour after the target is bitten. No other chaos snakes have venomous bites.

Rainbow Snake: These snakes can mesmerize their prey. They must make eye contact and expend 1 magic point, then match their magic points against those of the victim. If successful, the victim remains motionless for 1d6 rounds, even while being attacked by the snake. If the target resists the effects of the snake's gaze, he need not roll again during the encounter. The snakes are named after the rainbow effect that occurs around them while they mesmerize a victim.

weapon	SR	Att	Damage
Gaze	1	—	Harmonize

Slime Snake: These snakes exude a foul-smelling slime. In addition to making the snakes slippery (-25% to attempts to grab or hold them), it prevents most creatures (even chaotic ones) from eating them. These snakes entwine themselves around their prey, doing their normal bite damage each round after the first without needing to make an attack roll. To remove them requires a roll of STR versus twice the snake's STR + SI2, because of the slime covering them.

Spine Snake: These snakes have a row of porcupine-like spines along their back, which are normally hard to see (Search roll required). Once per round they can fire a spray of 1d6 spines up to 3 meters. The attack and damage rolls for each spine is rolled separately, but all must affect the same target. Because of the low damage, these spines are most effective against unmoved targets.

weapon	SR	Attack	Damage
spines (1d6)	3	45-1	1d4

Spit Snake: These reptiles are capable of spitting a liquid up to their STR in meters. It costs a snake 1d6 FAT to spit, and each spit has a POT of 2d6.

50% of the snakes of both sexes spit a potent acid

25% of the snakes spit a skunk-like acid oil. The target hit will be unable to sneak up on anything with a sense of smell for POT days. In addition, the target must resist the POT of the oil with his CON, or be incapacitated for 1d6 rounds. All Spit Snakes can trace this smell for up to 500 meters.

20% of the snakes spit a glue-like substance, which entangles the location hit. Multiple hits add Potencies together to find the total STR of the glue in that location.

5% of the snakes spit one of a number of other substances. Some which have been encountered in the past include contact poison, dyes of various bright colors, and a substance which attracted all chaotic creatures within smelling distance.

weapon	SR	Att	Damage
Spit	3	30-1	varies

Stone Snake: These reptiles are a uniform grey, the only hint of standard color among the snakes. They can burrow through earth or even solid stone at a Movement rate of 1, and often use this ability to sneak up on their prey.

Weapon Snake: These creatures have bony protuberances on the ends of their tails, which can be used to attack like weapons. The snakes may attack once in the front with their tail, or once in the front by biting and once in the rear with their tail. These bony tails are harder to damage, having 4 armor points (though the head and body have only normal armor).

weapon	SR	Att	Damage
Tail	9	30-1	1d6+1

Chaos Spirits

Dorastor is haunted, and most spirits here are highly chaotic. Roll on the following table to determine the type of spirit encountered. Improvise other types of spirits at your discretion.

Ghosts have spells, and also can attack in spirit combat. If a ghost overcomes and possesses a person, it may instantly try to kill him, or it may try to possess the body indefinitely. To determine a ghost's spells, roll on the second table below

Roll 2d6-5 to determine the number of spirits appearing. Treat any roll of 0 or less as 1. Roll separately for each spirit on the following table.

	Type of Spirit Encountered	1d20 roll
Disease Spirit: (all POW 4d6+6)	Wasting Disease	01
	Creeping Chills	02
	Brain Fever	03
	Soul Waste	04
	The Shakes	05
Passion Spirit: (all POW 4d6+6)	Fear	06-07
	Madness	08-09
	Pain	10-11
Ghost: (all INT 2d6+6)	POW 3d6+6 (no divine spells)	12-15
	POW 5d6+6 (1d4 divine spells)	16-17
	POW 7d6+6 (2d4 divine spells)	18-20

Spells Known By Ghosts

Spirit Magic	1d20 roll	Divine Magic (cult)	1d20
Befuddle (2)	01	Cause Disease (Malia)	1
Countermagic	02	Chaos Spawn (Thed)	2
Demoralize (2)	03	Consume (Pochamgo)	3
Detect Enemy	04	Corruption (Pochamgo)	4
Dispel Magic	05	Create Gorp (Pochamgo)	5
Disruption	06	Fear (various)	6-8
Extinguish	07	Madness (various)	9-10
Glamour	08	Mindblast (various)	11-12
Glue	09	Reverse Chaos (Thed)	13
Heal	10	Vomit Acid (Cacodemon)	14
Ignite	11	Wither (Pochamgo)	15
Mindspeech	12	Command Lune (lunar)	16
Mobility	13	Spirit Block (various)	17
Slow	14	Warding (various)	18
Sneeze (2)	15	Dismiss Magic (various)	19-20
Spirit Screen	16-20		



Chaos Spirits

Notes: when you meet a ghost, roll 1d6 for the number of spirit spells known. Then roll 1d20 on the spirit magic table once for each spell known. Roll 2d3 for each variable spell to determine how many points of the spell are known. If the same spell is rolled twice, add 1d6 to the ghost's MPs instead.

If the ghost knows any divine spells, roll once for each spell known on the appropriate table. If the same spell is rolled twice, he knows it twice. If the spell is stackable, roll 1d3 for the number of points known.

Chonchon

Chonchons are not necessarily chaotic, though they are quite hostile and malign. The chonchons encountered in Dorastor, however, are often highly chaotic. They can only appear after dark. During the day they lurk in caves, dark forest glades, or ruins.

CHONCHON ONE

STR 8		location	pts
CON 11	Move 0/6 fly	head	12/7
SIZ 3	HP 7		
INT 11	FP 19		
DEX 16	MP 46		
APP 6	Dodge: 95		

weapon	sr	atk	damage
Bite	8	184	1d4+10+MP drain

Spirit Spells (100): Control Magic Spirit, Ironhand 10

Magic Items: magic spirit in earring (INT 12, POW 24) knows Protection 12

Note: Casts both Protection & Ironhand before entering combat (already figured into stats), so his spirit's MPs are normally only 12 at combat start.

CHONCHON TWO

STR 25		location	pts
CON 19	Move 0/6 fly	head	0/27
SIZ 35	HP 27		
INT 12	FP 44		
DEX 10	MP 25		
APP 2	Dodge: 52		

weapon	sr	atk	damage
chomp	7	71	1d4+3d6+MP drain

Spirit Spells (100): Befuddle (2), Protection 4, Shimmer 6

Note: this chonchon has grown to unusual size under Dorastor's chaotic influence.

Cockatrice

These creatures have a similar origin to the better-known basilisks. A more complete description of these chaotic beings is in the *Glorantha Bestiary*.

COCKATRICE ONE

STR 16	Move 3/5	tail	melee	missile	pts.
CON 15	HP 13	r claw	01-02	01	3/4
SIZ 11	FP 31	l claw	03-05	02-03	3/4
INT 4	MP 17	body	06-08	04-05	3/4
POW 17	Dodge 75	r wing	09-12	06-10	3/6
DEX 26		l wing	13-15	11-14	3/5
		head	16-18	15-16	3/5
			19-20	19-20	3/5

weapon	sr	atk	damage
Tail	6	64	1d8+1d4
Claw	6	35	1d6+1d4
Peck	6	72	1d10+1d4

Note: each round, a cockatrice can peck and strike with either tail or claw. A claw hit matches the 'trice's STR+SIZ vs. the target's STR+SIZ. If the cockatrice wins, the target is knocked down. A cockatrice cannot use its claw attack when flying. A successful peck attack, if it penetrates armor, matches the cockatrice's MPs vs. the target's MPs. If the cockatrice wins, the target is turned to solid stone.

COCKATRICE TWO

STR 12	Move 3/5	tail	melee	missile	pts.
CON 15	HP 13	r claw	01-02	01	3/4
SIZ 11	FP 27	l claw	03-05	02-03	3/4
INT 4	MP 17	body	06-08	04-05	3/4
POW 17	Dodge 80	r wing	09-12	06-10	3/6
DEX 24		l wing	13-15	11-14	3/5
		head	16-18	15-16	3/5
			19-20	19-20	3/5

weapon	sr	atk	damage
Tail	6	44	1d8
Claw	6	58	1d6
Peck	6	66	1d10

Note: see notes for Cockatrice One

Ghostdirt

Ghostdirt is both the name of a region of Dorastor, and the name of a chaotant soil found there. This soil has the peculiar ability to attack in spirit combat. Ghostdirt does not look different from other dirt, but sometimes has skeletons atop it.

While Sense Chaos can detect the taint, ghostdirt is hard to pick out from the general chaos "background noise" of Dorastor, so a special success in Sense Chaos is required to spot it before entering. Ghostdirt's weird and alien form of POW (and MPs) makes it difficult for a user of Second Sight or Mystic Vision to recognize — he must succeed in Scan to spot the ghostdirt. Soul Sight, however, detects ghostdirt without difficulty.



Slime deer are immune to ghostdirt, as are other fixed-INT chaos animals that make their home in this region. Intelligent chaos creatures sometimes lie in ambush near patches of ghostdirt (that they have immunized themselves against), waiting until potential prey has blundered into the natural trap before launching their attack. Some chaos beings have even been known to shovel known ghostdirt across a path.

Broo troops on patrol send a point man moving 10-20 meters ahead of the group. In this way, the point man is attacked first, giving the party warning of the presence of patches of ghostdirt.

In an attack, the ghostdirt attacks each person independently. The target does not attack back. Check the Ghostdirt Attack table below to determine the effects of each attack. A ghostdirt attack lasts for 3d6 rounds, after which it ceases only if the target is no longer touching the ghostdirt. However, the ghostdirt attack continues for at least the 3d6 rounds rolled, whether or not the target is touching ghostdirt after the first round. Think of it as a sort of magical "epileptic fit." The only way to help someone afflicted by the ghostdirt is to cast spirit-resisting spells upon him — Spirit Screen, for example, is effective vs. a ghostdirt attack.

To determine how large and strong the ghostdirt is, roll twice on the Ghostdirt Stats table, once for POW and once for size.

Ghostdirt Attack

Success	Effect
Critical	Target loses 1d3 POW permanently
Special	Target loses 1 POW permanently
Normal	Target loses 1d3 MPs
Failure	Target takes no loss
Fumble	Target is immune to that patch of ghostdirt.

Ghostdirt Stats

1d100	Power	Size
01-25	1d6	1 m ²
26-50	2d6	10 m ²
51-70	3d6	100 m ²
71-85	4d6	200 m ²
86-95	5d6	400 m ²
96-99	6d6	800 m ²
00	8d6	1 km ²

Ghoul

These nasty undead monsters are common in parts of Dorastor. They avoid sunlight, since each hour spent under direct sun costs them a MP, and they have no easy way to regain lost MP. Some ghouls in Dorastor use weapons instead of bare claws & fangs.

Note the high statistics of this pack of ghouls. Outside of Dorastor they would be considered remarkable. Here they are average specimens.

GHOUL LEADER (wears plate armor & carries battered old 2H sword)

STR 18	Move 3	r leg	8/5
CON 12	HP 14	l leg	8/5
SIZ 16	FP 30-32=-2	abdom	8/5
INT 14	MP 18	chest	8/8
DEX 17		r arm	8/4
		l arm	8/4
		head	8/5

weapon	sr	atk/par	damage	pts
2H sword	4	47/52	2d8+1d6	9
Bite	6	76/—	2d6+venom	—
Howl	2	Auto	Demoralize	—

GHOUL TWO (former dark troll, wears scale armor)

STR 21	Move 3	r leg	6/7
CON 15	HP 19	l leg	6/7
SIZ 23	FP 36-28=8	abdom	6/7
INT 8	MP 15	chest	6/8
DEX 15		r arm	6/5
		l arm	6/5
		head	6/7

weapon	sr	atk	damage
Claw (x2)	6	70	1d6+2d6
Bite	6	72	1d6+2d6+venom
Howl	2	Auto	Demoralize

GHOUL THREE (wears ringmail & carries a bow)

STR 20	Move 3	r leg	5/5
CON 15	HP 15	l leg	5/5
SIZ 14	FP 35-11=24	abdom	5/5
INT 12	MP 14	chest	5/6
DEX 15		r arm	5/4
		l arm	5/4
		head	5/5

weapon	sr	atk/par	damage	pts
Comp Bow	3/9	72/45	1d8+1	7
Claw	8	60/—	1d6+1d6	—
Bite	8	50/—	2d6+venom	—
Howl	3	Auto	Demoralize	—

GHOUL FOUR (wears bearded, casts sorcery spells)

STR 19	Move 3	r leg	4/4
CON 13	HP 12	l leg	4/4
SIZ 10	FP 32-8=24	abdom	4/4
INT 17	MP 26	chest	4/5
DEX 10		r arm	4/3
		l arm	4/3
		head	4/4

weapon	sr	atk	damage
Claw (x2)	10	78	1d6+1d4
Bite	10	46	1d6+1d4+venom
Howl	4	Auto	Demoralize

Sorcery Skill (free INT 14): Intensity 49

Spells: Diminish CON 63, Hinder 78, Tap POW 81

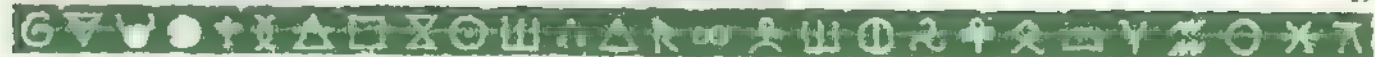
GHOUL FIVE (wears brigandine)

STR 18	Move 3	r leg	7/5
CON 13	HP 14	l leg	7/5
SIZ 14	FP 31-22=9	abdom	7/5
INT 9	MP 11	chest	7/6
DEX 12		r arm	7/4
		l arm	7/4
		head	7/5

weapon	sr	atk	damage
Claw (x2)	8	54	1d6+1d4
Bite	8	33	1d6+1d4+venom
Howl	3	Auto	Demoralize

GHOUL SIX (wears scale armor & carries work maul)

STR 20	Move 3	r leg	6/5
CON 15	HP 14	l leg	6/5
SIZ 12	FP 35-24=11	abdom	6/5
INT 12	MP 14	chest	6/6
DEX 10		r arm	6/4
		l arm	6/4
		head	6/5



weapon	sr	atk/parr	damage	pts
Maul	8	32/21	2d6+2+1d4	8
Bite	8	60/—	1d6+1d4+venom	—
Howl	4	Auto	Demoralize	—

GHOUL SEVEN (wears scale armor & carries scythe)

STR 22	Move 3	r leg	6/5
CON 14	HP 14	l leg	6/5
SIZ 13	FP 36-26=10	abdom	6/5
INT 9	MP 14	chest	6/6
DEX 9		r arm	6/4
		l arm	6/4
		head	6/5

weapon	sr	atk/parr	damage	pts
Scythe	7	70/69	2d6+1d6	8
Bite	9	50/—	2d6+venom	—
Howl	4	Auto	Demoralize	—

Glarg

These large monsters are the offspring of the Skath half of Skanth & Skath (see **Special Encounters**). They grow to full size in only a few weeks. While capable of learning magic or weapon use, they rarely receive any training. Fortunately, they do not breed on their own.

Glarg normally stand about 10-15 feet tall. They have three stocky legs, a shaggy knotted barrel-shaped body, no arms, and four long stalk-like necks, topped with grotesque heads full of spiky tusks. Their bite damage is equal to their damage bonus.

characteristics	avg.	
STR 4d6+30	44	Move 3
CON 3d6+6	16-17	HP 34
SIZ 6d6+30	51	FP 61
INT 2d6	7	MP 18
POW 5d6	17-18	
DEX 3d6+6	18-17	

location	d20	armor/hit pts
right leg	01-02	11/12 (.33)
center leg	03-04	11/12 (.33)
left leg	05-06	11/12 (.33)
body	07-12	11/23 (.87)
head one	13-14	11/9 (.25)
head two	15-16	11/9 (.25)
head three	17-18	11/9 (.25)
head four	19-20	11/9 (.25)

Weapon	SR	Attack	Damage
Bite (x4)	5	40+14	5d6 + fatigue drain

Magic: usually none.

Chaos: 05% chance of having a chaos feature.

Armor: 11-pt hide

Note: Each round, a glarg gets 4 attacks, all on the same SR. A glarg's bite is just like a vampire's. It does damage equal to its damage bonus. If the bite penetrates armor, the glarg's head stays attached, and drains 1d6 fatigue points each round. Once the victim has lost fatigue points equal to the total of his current STR plus CON, the glarg begins to drain STR instead. Any STR lost this way is gone permanently.

Gorp

Gorp are numerous in Dorastor. Two major sources are known. First, many gorp "bud" from the gigantic Slinestone gorp. On the rare occasions that the giant gorp leaves its city, many bits of it are rubbed off as it passes over rough ground, and these become independently living gorp. The other source of gorp is through magical creation. The Rune spell of Create Gorp

(known to the Pochamgo cult) and that of Chaos Spawn (known to the Thed cult) both are capable of creating new gorp from nothing.

Both common and exotic varieties of gorp may be encountered. Six common specimens are detailed below. For exotic gorp forms, see *River of Cradies*, pp. 79-80. Also see Rainbow and Sky Gorp below, two exotic forms peculiar to Dorastor.

Gorp One	Gorp Two	Gorp Three	Gorp Four	Gorp Five	Gorp Six
CON 14	CON 12	CON 8	CON 24	CON 12	CON 9
SIZ 20	SIZ 18	SIZ 24	SIZ 22	SIZ 12	SIZ 20
POW 11	POW 8	POW 14	POW 12	POW 13	POW 6
HP17	HP15	HP16	HP 23	HP 12	HP 15
16 pt acid	8 pt acid	8 pt acid	8 pt acid	8 pt acid	8 pt acid

Rainbow Gorp

These gorp have the same physical characteristics as normal gorp. Each is a random color, with a single chaotic feature. They periodically change color (every 1d6 days), and with it their chaotic feature. The change is always in progression, and so they go from Red to Orange to Yellow to Green to Blue to Purple and back to Red. Each chaotic feature is tied to one of the colors, so the gorp eventually regains its original feature when it returns to its original color.

Each round a Rainbow Gorp is injured or otherwise in distress, its color and chaotic feature change immediately. These changes in reaction to outside stimuli are random, and so the gorp can go from Red to Blue, then to Orange, etc. Even if non-damaging magic is used on them (such as Second Sight registering them), or if struck with a weapon which can not harm them, they change color. If a temporal spell is cast on them, only the initial casting of the spell causes their color to change.

Sample Rainbow Gorp

1d6	Color	Chaotic Feature
1	Red	+11 Size
2	Orange	regenerates 1 Hit Point per round
3	Yellow	12 point skin armor
4	Green	regenerates 6 points per round
5	Blue	turns into a pile of dust (appears harmless)
6	Purple	absorbs spells up to 2 magic points

Notes: In the Purple stage, the first spell cast at it is absorbed, but also causes it to change colors. In the Red stage, its SIZ increases, then shrinks again once it enters another stage. In many cases, there are accompanying physical changes. Thus, in the Yellow stage the gorp might display cancerous growths rapidly across its surface, or it might appear to turn into a golden metal, giving appropriate armor protection.

Sky Gorp

Sky Gorp originated in the assault of chaos upon the sky. Most are still found there, but occasionally some drop down, especially in areas of concentrated chaos. They are similar to normal gorp, but appear slightly burnt. They are immune to fire damage (even magical), but Lightning, Disrupt, and similar spells affect them normally.

Sky Gorp fly at a Movement rate of 2, and are usually encountered floating between 2 and 4 meters above the ground. As such, they might not be noticed immediately. Cutting them into pieces is dangerous, as the pieces tend to separate rather than flow back together. Such hits do not damage the gorp, but may cause it to split into two smaller gorp. If the gorp has a chaotic feature, it is passed on to only one of the lesser gorp created in such a manner.

Grayskins

The Grayskins are a rather pitiable chaos species known only in Dorastor. They are the descendants of followers of the Mad Sultanate which entered Dorastor long ago. The combined effects of their lunacy and Dorastor's malign environments have reduced the grayskins to a sub-human state.



Grayskins

Despite their nominally chaotic nature, the grayskins are clearly chaos's victims, not its perpetrators. Even Uroxi berserks can feel sorrow for these entitles, and, though they kill them on sight, it is done out of mercy, not righteous wrath.

Grayskins are rarely aggressive, though they may be driven to attack in self defense or by a dominating leader. Grayskins rarely learn to parry. Most are unarmed, though some are armed with crude weapons. Raizakark's troops have experimented with arming and training grayskins as expendable mobs in battle, with little success.

Broo clans may herd and intimidate groups of grayskins into worshipping foul spirits, thereby providing great magic power for the chosen broo shaman. Broos also hunt these pathetic beings for food; any grayskins encountered may be herded or stalked by broos (10% chance).

See "Babool" in **Special Encounters** for a large mob of grayskins.

characteristics	average	
STR 3d6	10-11	Move 3
CON 3d6	10-11	HP 12
SIZ 2d6+6	13	FP 21
INT 1d6	3-4	MP 11
POW 3d6	10-11	
DEX 3d6	10-11	
APP 1d6	3-4	

Weapon	SR	Att%	Damage
Fist	8	50-4	1d3
Cudgel	8	25-4	1d8

Chaos: always at least one chaos feature.

Harpies

Harpies are nasty flying monsters that carry disease and delight in tormenting travelers.

Kakhrek's flock of harpies are primarily interested in stealing intelligent male humanoid for mating. After the mating ritual, they cook and eat their captive males. In combat, Kakhrek herself hangs back, depending on her regeneration crystal to keep her alive. She casts spells to support the flock while her griffin familiar engages with the rest, his fur alive with sparks. Aware of their vulnerability in melee combat, harpies drop rocks from above, rely on their Dodge skills, and, if injured, withdraw to a safe place for healing. Groups of harpies may also mob a victim so no more than one may receive return attacks at a time. They attack on the fly, and rapidly retreat, regroup, and attack again, exploiting their flight ability where possible. Harpies use spirit magic shrewdly, casting Ignite on bow strings and arrow fletching (with their sharp eyesight, they can pick out such small targets up to 30m away). The Glue spell is used to weld a crossbow trigger closed, or to stick javelins and darts to gauntlets, making them difficult to throw.

KAKHREKH, Harpy Queen

STR 14	Move 1/8		melee	missile	pts.
CON 15	HP 12	r claw	01-02	01	1/4
SIZ 9	FP 29	l claw	03-04	02	1/4
INT 13		abdom	05-07	03-06	1/5
POW 17		chest	08-09	07-11	1/8
DEX 24		r wing	10-13	12-15	1/5
APP 4		l wing	14-17	16-19	1/5
Dodge 65		head	18-20	20	1/5
MP 17 + 14 familiar + 22 spirits + 12 crystal					
= 65 total					

weapon	sr	atk	damage
Claws x2	7	92	1d6+4+disease
Rock	1	102	1d8 per 3m fall
Dung	1	101	-1d10 APP+disease

Sorcery Skills (free INT 13): Intensity 110, Duration 79, Range 87, Multispell 48

Spells (all known by familiar griffin) Cast Back 102, Damage Boost 91, Glow 62, Mystic Vision 98, Palsy 84, Tap Strength 81, Vision Projection 91

Magic Items: has tattoos on each breast, each holding a power spirit (both of POW 11). In a small sack around her neck, has two magic crystals. One holds 12 MPs. The other is a chaotic powered crystal (POW 5) that gives the attuner the chaos ability to regenerate 1 HP per location per round. This regeneration continues even after death, unless the crystal is taken more than 100 meters away from the corpse (which breaks the attunement).

Spells in Effect: Both Kakhrek & Gag have Cast Back 4 & Damage Boost 4 in effect at all times. The Damage Boost 4 is only on their claws — Gag's bite lacks this bonus.

Disease Carried: Shakes

Note: a harpy can attack with both claws simultaneously. If the harpy drops rocks, her chance to hit is reduced by -5 percentiles per 3m dropped. Anyone hit by harpy dung or wounded by its claw is exposed to disease. It takes hours of scrubbing to remove the stink.

GAG, Kakhrek's Chaos Griffin Familiar

STR 31	Move 5/12		melee	missile	pts.
CON 25	HP 32	rh leg	01-02	01	8/8
SIZ 36	FP 56	lh leg	03-04	02	8/8
INT 7	MP 14	hind q	05-07	03-07	6/13
POW 14		fore q	08-10	08-12	6/13
DEX 23		r wing	11	13-14	8/8
Dodge 54		l wing	12	15-16	8/8
		rt leg	13-14	17	8/8
		lf leg	15-16	18	8/8
		head	17-20	19-20	8/11

weapon	sr	atk	damage
Bite	4	125	1d8+3d6
Claws x2	4	94	1d6+3d6+4



Note: bite & both claws all strike together.

Chaos Feature: charged with lightning. Because of his electric claws, metal armor gives no protection vs. his damage. Also, the wielder of any metal weapon hitting Gag takes 1d6 damage (metal armor does not protect).

HARPY TWO			melee	missile	pts.
STR 12	Move 1/8	r claw	01-02	01	1/3
CON 13	HP 10	l claw	03-04	02	1/3
SIZ 6	FP 25	abdom	05-07	03-06	1/3
INT 12	MP 14	chest	08-09	07-11	1/4
POW 14		r wing	10-13	12-15	1/3
DEX 20	Dodge 62	l wing	14-17	16-19	1/3
APP 5		head	18-20	20	
1/3					

weapon	sr	atk	damage
Claws	7	68	1d6+dissease
Rock	1	90	1d6 per 3m fall
Dung	1	71	-1d10 APP+ disease

Spirit Magic (81%): Befuddle (2), Heal 3, Ignite, Protection 2 Strength 4 (increases attacks by 4%, and provides damage bonus of +1d4)

Divine Magic (111% — one-use): Shield 3

Disease Carried: Brain Fever

HARPY THREE			melee	missile	pts.
STR 9	Move 1/8	r claw	01-02	01	1/3
CON 15	HP 10	l claw	03-04	02	1/3
SIZ 4	FP 24	abdom	05-07	03-06	1/3
INT 11	MP 17	chest	08-09	07-11	1/4
POW 17		r wing	10-13	12-15	1/3
DEX 11	Dodge 90	l wing	14-17	16-19	1/3
APP 1		head	18-20	20	1/3

weapon	sr	atk	damage
Claws	9	57	1d6+dissease
Rock	3	78	1d6 per 3m fall
Dung	3	52	-1d10 APP+ disease

Spirit Magic (94%): Demoralize (2), Dispel Magic 4, Heal 2, Shimmer 3

Disease Carried: Creeping Chills

Note: see harpy notes under Kakhrek, above.

HARPY FOUR			melee	missile	pts.
STR 9	Move 1/8	r claw	01-02	01	1/7
CON 42	HP 25	l claw	03-04	02	1/7
SIZ 6	FP 51	abdom	05-07	03-06	1/9
INT 11	MP 14	chest	08-09	07-11	1/10
POW 14		r wing	10-13	12-15	1/9
DEX 15	Dodge 74	l wing	14-17	16-19	1/9
APP 6		head	18-20	20	1/9

weapon	sr	atk	damage
Claws	9	68	1d6+dissease
Rock	3	98	1d6 per 3m fall
Dung	3	93	-1d10 APP+ disease

Disease Carried: Brain Fever

Spirit Magic (78%): Befuddle (2), Dullblade 4, Heal 2, Ignite, Shimmer 2

Chaos Feature: +24 CON

Note: see harpy notes under Kakhrek, above.

HARPY FIVE			melee	missile	pts.
STR 12	Move 1/8	r claw	01-02	01	1/3
CON 15	HP 11	l claw	03-04	02	1/3
SIZ 7	FP 27	abdom	05-07	03-06	1/4
INT 7	MP 13	chest	08-09	07-11	1/5
POW 13		r wing	10-13	12-15	1/4
DEX 14	Dodge 47	l wing	14-17	16-19	1/4
APP 4		head	18-20	20	1/4

weapon	sr	atk	damage
Claws	9	73	1d6+dissease
Rock	3	70	1d6 per 3m fall
Dung	3	76	-1d10 APP+ disease

Disease Carried: Brain Fever

Spirit Magic (67%): Countermagic 1, Demoralize (2), Heal 4

Chaos Feature: Breathes 3d10 fire 4 times daily (3m range)

Note: see harpy notes under Kakhrek, above.

HARPY SIX			melee	missile	pts.
STR 11	Move 1/8	r claw	01-02	01	1/4
CON 18	HP 14	l claw	03-04	02	1/4
SIZ 10	FP 29	abdom	05-07	03-06	1/5
INT 16	MP 13	chest	08-09	07-11	1/6
POW 13		r wing	10-13	12-15	1/5
DEX 14	Dodge 96	l wing	14-17	16-19	1/5
APP 4		head	18-20	20	1/5

weapon	sr	atk	damage
Claws	9	78	1d6+dissease
Rock	3	77	1d6 per 3m fall
Dung	3	75	-1d10 APP+ disease

Disease Carried: Wasting Disease

Spirit Magic (76%): Befuddle (2), Countermagic 1, Dullblade 5, Heal 4, Shimmer 4

Note: see harpy notes under Kakhrek, above.

HARPY SEVEN			melee	missile	pts.
STR 13	Move 1/8	r claw	01-02	01	1/3
CON 14	HP 10	l claw	03-04	02	1/3
SIZ 6	FP 27	abdom	05-07	03-06	1/3
INT 7	MP 13	chest	08-09	07-11	1/4
POW 13		r wing	10-13	12-15	1/3
DEX 21	Dodge 61	l wing	14-17	16-19	1/3
APP 3		head	18-20	20	1/3

weapon	sr	atk	damage
Claws	7	89	1d6+dissease
Rock	1	94	1d6 per 3m fall
Dung	1	66	-1d10 APP+ disease

Disease Carried: Soul Waste

Spirit Magic (71%): Dullblade 2, Glue 2, Heal 2, Ignite

Note: see harpy notes under Kakhrek, above.

HARPY EIGHT			melee	missile	pts.
STR 14	Move 1/8	r claw	01-02	01	1/3
CON 16	HP 12	l claw	03-04	02	1/3
SIZ 7	FP 30	abdom	05-07	03-06	1/4
INT 14	MP 16	chest	08-09	07-11	1/5
POW 16		r wing	10-13	12-15	1/4
DEX 23	Dodge 67	l wing	14-17	16-19	1/4
APP 4		head	18-20	20	1/4

weapon	sr	atk	damage
Claws	7	86	1d6+dissease
Rock	1	53	1d6 per 3m fall
Dung	1	92	-1d10 APP+ disease

Disease Carried: Soul Waste

Spirit Magic (97%): Befuddle (2), Dullblade 4, Heal 4, Ignite, Shimmer 3

Note: see harpy notes under Kakhrek, above.



Harpies

HARPY NINE			melee	missile	pts.
STR 13	Move 1/8	r claw	01-02	01	1/3
CON 14	HP 10	l claw	03-04	02	1/3
SIZ 5	FP 27	abdom	05-07	03-06	1/3
INT 9	MP 18	chest	08-09	07-11	1/4
POW 16		r wing	10-13	12-15	1/3
DEX 19	Dodge 80	l wing	14-17	16-19	1/3
APP 1		head	18-20	20	1/3

weapon	sr	atk	damage
Claws	8	57	1d6+disease
Rock	2	95	1d6 per 3m fall
Dung	2	83	-1d10 APP+ disease

Disease Carried: Shakes

Spirit Magic (90%): Glue 2, Heal 2, Ignite, Ironhand 4

Note: see harpy notes under Kakhrek, above.

HARPY TEN			melee	missile	pts.
STR 12	Move 1/8	r claw	01-02	01	1/3
CON 16	HP 11	l claw	03-04	02	1/3
SIZ 5	FP 28	abdom	05-07	03-06	1/4
INT 13	MP 14	chest	08-09	07-11	1/5
POW 14		r wing	10-13	12-15	1/4
DEX 19	Dodge 81	l wing	14-17	16-19	1/4
APP 2		head	18-20	20	1/4

weapon	sr	atk	damage
Claws	8	58	1d6+disease
Rock	2	71	1d6 per 3m fall
Dung	2	60	-1d10 APP+ disease

Disease Carried: Creeping Chills

Spirit Magic (82%): Glue 2, Heal 3, Ignite, Ironhand 4, Shimmer 3

Note: see harpy notes under Kakhrek, above

Hellions

The common presence of these evil creatures of the spirit plane is a puzzling mystery. They are even known to seek out the aid of nearby chaos creatures in their savage attacks. If beaten off from an attack, it may seek out other chaos creatures to aid it in its revenge. Thus, an encounter with a hellion is often followed by an ambush by other monsters.

HELLION ONE: SIZ 1 INT 7 Armor/HP/MP 214/214/214 Move 20

Sorcery (free INT 4): Intensity 69, Duration 58, Range 55, Multispell 51

Sorcery Spells: Immortality 77, Telepathy 49, Stupefaction 96

Notes: this hellion's version of the Immortality spell is unique — it can be cast on another person, and is permanent — never needing renewal. However, that person has all his POW converted into MPs and given to the hellion. He now has no POW whatsoever, and no way to regenerate MPs (the spell won't work on POW-less beings). This hellion will communicate with the party, asking for a volunteer to cast its spell on them. It will not necessarily tell them about the adverse side effect of the spell (i.e., losing one's POW)

HELLION TWO: SIZ 1 INT 13 Armor/HP/MP 62/62/62 Move 20

Sorcery (free INT 12): Intensity 81, Duration 28, Range 53, Multispell 56

Sorcery Spells: Form/Set Bronze

Notes: uses its Form/Set spell to capture and pin armored adventurers.

HELLION THREE: SIZ 1 INT 19 Armor/HP/MP 27/27/27 Move 20

Sorcery (free INT 17): Intensity 75, Duration 75, Range 29, Multispell 85

Sorcery Spells: Animate Dirt 107, Diminish STR 57

Notes: The Animate Dirt is used much as a gnome, to trap and injure adventurers. The Diminish STR is used to keep them from escaping the animated dirt.

HELLION FOUR: SIZ 1 INT 12 Armor/HP/MP 27/27/27 Move 20

Sorcery (free INT 8): Intensity 113, Duration 47, Range 55, Multispell 66

Sorcery Spells: Damage Resistance 83, Dominate Brood 82, Dominate Human 68, Sense Gold 100, Tap POW 81, Venom 93

Hellwood Elves

The inhabitants of Hellwood are mostly normal elves in appearance. All of their number that aspire to reach the level of Shaman or Wood Lord must become illuminated, and then adopt the ways of chaos first. While most of the Hellwood elves are still ostensibly Aldrya cultists, many worship chaos outright, and have abandoned Aldrya entirely.

A group of Hellwood elves is usually accompanied by at least one krjalki. (See Krjalki, pp. 55-57, for examples.) Typical tactics are to fire arrows, using magic support if needed, until the enemy has closed. A sample warband is below.

PAIN (Hellwood Elf, initiate of Aldrya, ringmail)

STR 14	Move 4	r leg	5/3
CON 7	HP 7	l leg	5/3
SIZ 7	FP 21-10=11	abdom	5/3
INT 15	MP 13	chest	5/3
POW 13	+12 bow = 25	r arm	5/2
DEX 12		l arm	5/2
APP 8	Dodge 77	head	5/3

weapon	sr	atk/part	damage	pts
2H Spear	7	65/68	1d8+1	10
Elf Bow	3/9	88/40	1d8+1	10

Spirit Magic (59%): Bladesharp 4, Food Song, Heal 3, Lightwall (4)



SLORCHILD (Hellwood Elf, initiate of Aldrya; ringmail)

STR 13	Move 4	r leg	5/3
CON 9	HP 9	l leg	5/3
SIZ 9	FP 22-10=12	abdom	5/3
INT 13	MP 21	chest	5/4
POW 21	+13 bow = 34	r arm	5/3
DEX 14		l arm	5/3
APP 15	Dodge: 82	head	5/3

weapon	sr	att/par	damage	pts
2H Spear	7	64/73	1d8+1	10
Elv Bow	3/9	83/43	1d8+1	10

Spirit Magic (111%): Disrupt, Food Song, Heal 4, Protection 3, Vigor 4 (raises HP to 13)

ARROW (Hollywood Elf, initiate of Primal Chase; ringmail)

STR 11	Move 4	r leg	5/3
CON 5	HP 8	l leg	5/3
SIZ 11	FP 16-12=4	abdom	5/3
INT 14	MP 12	chest	6/4
POW 12		r arm	5/2
DEX 10		l arm	5/2
APP 13	Dodge: 95	head	5/3

weapon	ar	atk/par	damage	pts
2H Spear	6	48/51	1d8+1	10
Javelin	3	99/38	1d10	8
Firebreath	3	Auto	3d10	—

Spirit Magic (54%): Disrupt, Firearrow (2), Heal 4, Speedart, Protection 2
Chaos Feature: breathes 3d10 fire 3x daily

URQUONG (Hollywood Ent., initiate of Aldrya; lamellar)

STR 11	Move 4	r leg	6/3
CON 7	HP 9	l leg	6/3
SIZ 10	FP 18-16=2	abdom	6/3
INT 17	MP 17	chest	6/4
POW 17	+9 bow = 28	r arm	6/3
DEX 14		l arm	6/3
APP 10	Dodge: 67	head	6/3

weapon	sr	atk/part	damage	pts
2H Spear	6	71/80	1d8+1	10
EH Bow	3/9	85/34	1d8+1	10

Spirit Magic (91%): Bladesharp 4, Food Song, Heal 1, Multimissile 4, Protection 6, Speedart

SOULWASTE (Hellwood Elf, initiate of Tyram, beazainted)

STR 9	Move 4	r leg	4/3
CON 10	HP 10	l leg	4/3
SIZ 9	FP 19-8=11	abdom	4/3
INT 14	MP 17	chest	4/4
POW 17		r arm	4/3
DEX 16		l arm	4/3
APP 5	Dodge: 90	head	4/3

weapon	sr	atk/pert	damage	pts
2H Spear	6	99/101	1d8+1	10
Self Bow	2/7	69/40	1d8+1	5

Spirit Magic (59%), Fireblade (4), Heal 2, Speedart

RONDEL (Hollywood Elf, initiate of Aldrya; charmmail)

STR 9	Move 4	r leg	7/3
CON 12	HP 10	l leg	7/3
SIZE 8	FP 21-18-3	abdom	7/3
INT 18	MP 9	chest	7/4
POW 9	+14 bow = 23	r arm	7/3
DEX 12		l arm	7/3
APP 8	Dodge: 104	head	7/3

weapon	sr	atk/part	damage	pts
2H Spear	7	76/80	1d8+1	10
El Bow	3/9	95/36	1d8+1	10

Spirit Magic (35%) Detect Gold, Detect Iron, Detect Life, Detect Silver, Disrupt, Demoralize (2), Extinguish 4, Fanaticism, Farssee, Food Song, Heal 4

GALAD (Hollywood Elf, initiate of Aldrya, rmgmail)

STR 9	Move 4	r leg	5/5
CON 17	HP 14	l leg	5/5
SIZE 10	FP 26-10=16	abdom	5/5
INT 20	MP 17	chest	5/6
POW 17	+11 bow = 28	r arm	5/4
DEX 11		l arm	5/4
APP 8	Dodge: 81	head	5/5

weapon	sr	atk/paT	damage	pta
2H Spear	6	84/91	1d8+1	10
Etl Bow	3/9	113/22	1d8+1	10

Spirit Magic (93%): Demoralize (2), Food Song, Heal 8, Multimissile 5, Shimmer 3, Speedart

Lesser Hydra

Statistics for lesser hydra are included in the *Glorantha Bestiary*. The hydras of Dorastor are the puny spawn of the Hydra of Dragon Pass. They have made their way through the Rockwood Mountains to Dorastor, and here have found a pleasant home.

HYDRA ONE			male	missile	pts.
STR 21	Move 2/3 swim	tail	01	01	8/8
CON 16	HP 22	body	02-03	03-05	8/14
SIZ 28	FP 37	head 1	04-05	06-07	8/2
INT 2	MP 18	head 2	06-07	08-09	8/2
POW 18		head 3	08-09	10-11	8/2
DEX 18		head 4	10-11	12-13	8/2
		head 5	12-13	14-15	8/2
		head 6	14-15	16-17	8/2
		head 7	16-17	18	8/2
		head 8	18-19	19	8/2
		head 9	20	20	8/2

weapon	sr	attack	damage
Bite (x3)	4	61	1d6+2d6

Chaos: Head 3 has a hypnotic stare; anyone fighting the hydra must roll INTx5 or less each round or stand immobilized until eaten. Head 9 is superfast and hard to hit. Only special and critical successes can damage it — other attacks miss.

Note: all 9 bites are simultaneous. Each bite injects POT 16 poison, and applies POT 9 acid.

**HYDRA TWO**

			melee	missile	pts.
STR 22	Move 2/3 swim	tail	01	01	6/8
CON 18	HP 23	body	02-03	03-05	6/14
SIZ 27	FP 40	head 1	04	06	6/2
INT 2	MP 17	head 2	06	07	6/2
POW 17		head 3	08	08	6/2
DEX 21		head 4	07	09	6/2
		head 5	08	10	6/2
		head 6	09	11	6/2
		head 7	10-17	12-17	6/22
		head 8	18	18	6/2
		head 9	19	19	6/2
		head 10	20	20	6/2

weapon	sr	attack	damage
Bite (x10)	4	68	1d6+2d6

Chaos: Head 7 is huge in size, actually larger than the hydra's body. It does 1d6+6d6 damage on a successful Bite, but injects the same amounts of poison & acid as the rest.

Note: all 10 bites are simultaneous. Each bite injects POT 18 poison, and applies POT 9 acid.

HYDRA THREE

			melee	missile	pts.
STR 22	Move 2/3 swim	tail	01	01	6/8
CON 18	HP 24	body	02-03	03-05	6/15
SIZ 30	FP 40	head 1	04-05	06-07	6/2
INT 2	MP 14	head 2	06-07	08-09	6/2
POW 14		head 3	08-09	10-11	6/2
DEX 19		head 4	10-11	12-13	6/2
		head 5	12-13	14-15	6/2
		head 6	14-15	16	6/2
		head 7	16-17	17	6/2
		head 8	18	18	6/2
		head 9	19	19	6/2
		head 10	20	20	6/2

weapon	sr	attack	damage
Bite (x10)	5	60	1d8+2d6

Chaos: Head 9 is supernaturally hideous; anyone facing the hydra must roll POWx5 each round or be Demoralized.

Note: all 10 bites are simultaneous. Each bite injects POT 18 poison, and applies POT 7 acid.

Jack O'Bear

These remarkable chaos creatures are more numerous in Dorastor than other areas, probably because Hungry Eater came from near here. While Hungry Eater is sterile, and does not directly give rise to the jack o'bears, their similarity can hardly be mere coincidence.

JACK O'BEAR ONE: this character has exploited the jack o'bear's natural tendency to gain lots of POW (they have a good chance at increasing POW, with a 28 maximum POW, plus their easily-used chaotic Harmonize). He has cast several enchantments repeatedly upon himself

STR 16	Move 4	r leg	16/17
CON 16	HP 17+34 = 51	l leg	15/17
SIZ 17	FP 32	abdom	23/17
INT 10	MP 20	chest	21/21
POW 20	+12 spirit	r arm	14/13
DEX 12	= 32 total	l arm	17/13
APP 8	Dodge: 56	head	19/17

weapon	sr	attk/parr	damage	pts
R Claw	7	169/88	1d6+6+1d6	6
L Claw	10	174/92	1d6+6+1d6	6
Harmonize	1	automatic	paralyze	—

Spirit Magic (111%): Armoring Enchantment, Binding Enchantment (3), Heal 5, Strengthening Enchantment

Notes: has enchantment in left claw holding power spirit (POW 12). Wears special metal blades over his claws, giving him parry armor & enabling him to do more damage.

JACK O'BEAR TWO: this jack o'bear is a gigantic mutant. He has a jack o'bear's body and head, but his arms are long tentacles. The normal jack o'bear Harmonize is not available. Instead, he Harmonizes his prey by completing the circuit — anyone struck by one of his tentacles only takes damage, but if two tentacles hit a target (whether or not they penetrate armor), he is automatically Harmonized, regardless of his defensive magic and/or POW. This Harmonization ends once the jack o'bear dies or the Harmonize is dispelled (it acts as a 3-pt divine spell for purposes of dispelling).

			melee	missile	pts.
STR 36	Move 4	r leg	01-03	01-02	9/13
CON 32	HP 37	l leg	04-06	03-04	9/13
SIZ 42	FP 68	abdomen	07-09	05-08	9/13
INT 5	MP 19	chest	10	09-13	9/15
POW 19		rl tentacle	11-12	14	9/10
DEX 16		ru tentacle	13-14	15-16	9/10
APP 4		ll tentacle	15-16	17	9/10
		lu tentacle	17-18	18-19	9/10
		head	19-20	20	9/13

weapon	sr	attack	damage
Tentacle	4/6/8/10	60	4d6
Harmonize	1	auto	paralyze

Note: all four tentacles attack each round, 2 srs apart from one another. The Harmonize only affects targets hit by 2 tentacles in the same round.

JACK O'BEAR THREE (wears stolen bolted-together ringmail)

STR 21	Move 4	r leg	8/4
CON 15	HP 15	l leg	8/4
SIZ 15	FP 36-10=26	abdom	8/4
INT 8	MP 17	chest	8/6
POW 17		r arm	8/4
DEX 9		l arm	8/4
APP 16	Dodge: 45	head	8/5

weapon	sr	attk	damage
R Claw	9	54	1d8+1d6
L Claw	10	60	1d6+1d6
Harmonize	1	Auto	MP vs. MP or paralyzed.

Spirit Magic (80%): Heal 2, Ironhand 6

JACK O'BEAR FOUR Priest of Krjalk and Primal Chaos

STR 22	Move 4	r leg	12/8
CON 26	HP 23	l leg	12/8
SIZ 19	FP 48	abdom	12/8
INT 8	MP 22	chest	12/10
POW 22		r arm	12/6
DEX 9		l arm	12/6
APP 12	Dodge: 36	head	12/8

weapon	sr	attk	damage
R Claw	7	68	1d6+2d6
L Claw	10	63	1d6+2d6
Harmonize	1	Auto	MP vs. MP or paralyzed
Harmonize	2	Auto	MP vs. MP or paralyzed



Spirit Magic (105%): Heal 2, Protection 5

Sorcery (free INT 0): Intensity 44, Tap POW 85

Divine Magic (95%): Dismiss Magic 2, Power Drain x2.

Chaos Feature: +9 skin, two Harmonizes per round, +8 CON.

JACK O'BEAR FIVE (wears segments of dried scorpion-man hide as armor over vital areas; this particular scorpion man had +6 hide as a chaos feature; also carries a greatsword)

STR 23	Move 4	r leg	3/6
CON 16	HP 17	l leg	3/6
SIZ 18	FP 39-3=36	abdom	12/6
INT 11	MP 23	chest	12/6
POW 23		r arm	3/5
DEX 14		l arm	3/5
APP 6	Dodge: 62	head	12/6

weapon	sr	atk/parr	damage	pts
Greatsword	5	90/93	2d8+2d6	12
Harmonize	1	Auto	MP vs. MP or paralyzed.	

Spirit Magic (128%). Bladesharp 4, Heal 3, Protection 4

Chaos Feature: larger-than-usual head

Krarshtkids

Statistics for these underground horrors are found in *Gloranthan Bestiary*. Though rarely encountered on the surface, their occasional appearance suggests underground tunnel networks throughout Dorastor. They seldom stray far from these tunnels, so adventurers must be alert for the danger that a nearby tunnel leads to a colony.

Krarshtkids are sometimes encountered with krarshtkids (10% chance). Krarshtkids are spirits that act like krarshtkid ghosts. They have a POW of 2d6+12, and attack in spirit combat, matching their MPs vs. the target's POW. If they overcome the target, he loses 1 pt of POW (permanently). In this manner, they can completely destroy their victims spiritually.

KRARSHTKIDS

char.	avg.	attr.		melee	missile	pts.
STR 2d6+6	13	Move 1	leg 1	01-03	01-02	3/3
CON 3d6	10-11	HP 9	leg 2	04-06	03-04	3/3
SIZ 2d6	7	FP 24	leg 3	07-09	05-06	3/3
INT 3d6	10-11	MP 19	leg 4	10-12	07-08	3/3
POW 2d6+12	19		leg 5	13-15	09-10	3/3
DEX 3d6+6	17		leg 6	16-18	11-12	3/3
			body	19-20	13-20	7/4

weapon	sr	attack	damage
Bite	8	70	2d6+1d4
Tongue (5m range)	3	90	4d3 acid
Spit Pratzim	3	90	entangle
Claw	8	50	1d6+1d4

Notes: The krarshtkid can only use one of its four attack modes per round. If the bite hits, match poison POT 11 vs. the victim's CON. If he is overcome, he is paralyzed for 16 days. If he resists, add 5% to the chances of success of all future krarshtkid bites for the rest of the victim's life.

Pratzim is a web-like attack which has a STR of 14. A victim must overcome the pratzim's STR with his own to escape, and cannot attack or cast offensive spells till he has gotten away. If he is trapped in more than one dose of pratzim, he must escape each one separately. If the krarshtkid attacks with its claws, it can use up to 3 claws in that melee round (only 2 vs. a single target).

KRARSHTKID ONE

INT 4	POW 19	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID THREE

INT 12	POW 21	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID FIVE

INT 10	POW 18	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID SEVEN

INT 4	POW 19	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID NINE

INT 12	POW 21	INT 6
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID ELEVEN

INT 10	POW 18	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID TWO

INT 11	POW 14	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID FOUR

INT 6	POW 18	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID SIX

INT 8	POW 22	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID EIGHT

INT 11	POW 14	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID TEN

POW 18		
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

KRARSHTKID TWELVE

NT 8	POW 22	
Move 1	leg 1	3/3
HP 9	leg 2	3/3
FP 24	leg 3	3/3
MP 19	leg 4	3/3
	leg 5	3/3
	leg 6	3/3
	body	7/4

Krjalki

The krjalki are the ultimate development of the Hellwood social system. Once elves, now they are mutant chaos monsters. These creatures are not only the leaders of the Hellwoods, but form an independent social caste. The



krjalki primarily associate with one another, not with lower-caste elves. Hence, krjalki generally go on their patrols or expeditions alone, though they are occasionally accompanied by Hellwood elves. Also, only krjalki are encountered in Hellwood during the winter dormancies.

A sample krjalki-only party is given below. Krjalks only express chaos features when they have cast the Divine spell Become Krjalk. The stats reflect the casting of this spell, and the expression of the chaos features. Without this spell, these individuals would appear to be normal brown elves and would not register on Chaos Sense abilities.

DONRA, Aldrya shaman, Krjalk initiate

STR 39	Move 4	r leg	12/10
CON 30	HP 29	l leg	12/10
SIZ 27	FP 69-35 = 34	abdom	12/10
INT 18	MP 14	chest	12/12
POW 14	+ 8 bow	r arm	12/8
DEX 15	+ 24 fetch	l arm	12/8
APP 6	+ 15 spirits	head	12/10
	= 47 total		

weapon	sr	atk/parr	damage	pts
Club	3	81/65	3d6+3d6	16
Elf Bow	3/9	74/28	2d8+4	15
Target	4	35/75	1d8+3d6	12

Spirit Magic (76%): Befuddle (2), Countermagic 4, Demoralize (2), Disrupt, Firearrow (2), Multimesile 3, Slow 3, Speedart; (known by fetch) Dispel Magic 8, Heal 5

Divine Magic (106%): Become Krjalk x3 (one-use), Chameleon, Command Gnome, Heal Body, Silence Sphere, Spellteaching, Worship Aldrya

Skills: Track 86

Spirits: Fetch (INT 13, POW 24); holds 2 POW spirits (POW 8, POW 7), and

an earth elemental (STR 30, CON 42, POW 9, 3 cubic meters)

Chaos Feature: he is well over 3 meters tall. In effect, he is a giant elf. His bow has grown proportionally, and is also chaotic; arrows fired by it emit a powerful stench and taint the target — anyone hit by an arrow must roll CONx5 each round or be Demoralized until all damage from the arrow has been healed.

SALGOOD, Aldrya Wood Lord, Krjalk initiate, Bagog scorpion-elf

STR 8	Move 4	rh leg	3/3
CON 17	HP 18	rc leg	3/3
SIZ 18	FP 25-3=22	rl leg	3/3
INT 13	MP 20	th leg	3/3
POW 20	+ bow 6	lc leg	3/3
DEX 13	= 26 total	lf leg	3/3
APP 7		tail	3/5
		thorax	3/8
		chest	3/8
		r arm	3/5
		l arm	3/5
		head	3/8

weapon	sr	atk/parr	damage	pts
R Rapier	7	94/84	1d8+1+1d4	8
L Rapier	7	76/56	1d8+1+1d4	8
Elf Bow	3/9	96/30	1d8+1	10
Sting	10	59/—	1d8+1d4	—

Spirit Magic (115%): Dispel Magic 4, Extinguish 3, Ironhand 4, Slow 2

Divine Magic (112%): Heal Body x2, Become Krjalk (both one-use)

Skills: Conceal 102, Search 112, Sneak 91

Chaos Features: part scorpion man. Immortal (almost) — unless killed in a single wound (18 or more damage to head, chest, or thorax), all damage fully regenerates by the next melee round.

Note: has Scorpionman hit location table.

SURB, vampire elf

STR 18	Move 5	r leg	0/7
CON 26	HP 19-1=18	l leg	0/7
SIZ 12	FP 44	abdom	0/7
INT 18	MP 22	chest	0/8
DEX 13	+ 8 bow	r arm	0/5
APP 7		l arm	0/5
		head	0/7

weapon	sr	attack	damage
Touch	8	78	1d4+1d4+MP drain
Bite	8	88	1d4+fatigue drain
Elf Bow	3/9	91	1d8+1
Enthrall	1	Auto	MP vs. MP or Enthrall

Sorcery (free INT 13): Intensity 85, Duration 53, Range 47, Multispell 59

Sorcery Spells: Damage Resistance 90, Diminish SIZ 55, Dominate 77, Shapechange Elf to Wyvern 63, Shapechange Human to Snail 81

Skills: Listen 94, Scan 91, Search 72

Note: Surb is no longer a Krjalk initiate, and must seek access to his magic as a vampire. See **RuneQuest** vampire rules for details on the vampire's special attacks and abilities. Surb often aims his arrows at the target's legs, thus incapacitating foes without killing them (and thus wasting their blood). He uses his Shapechange Elf to Wyvern spell to give any accompanying Krjalki the power of flight and the poison sting.

SNERWAL, Aldrya Wood Lord, Krjalk initiate

STR 18	Move 4	r leg	8/7
CON 21	HP 20	l leg	8/7
SIZ 18	FP 39-34 = 5	abdom	8/7
INT 27	MP 26	chest	8/8
POW 26	+11 bow	r arm	8/5
DEX 27	+ 8 familiar	l arm	8/5
APP 21	= 45 total	head	8/7



Krjalk Weighs the Fate of a Hapless Broo Captive



weapon	sr	atk/parr	damage	pts
R Bastard Swd	8	75/90	1d10+12+1d6	12
L Bastard Swd	8	79/83	1d10+12+1d6	12
Elf Bow	1/5/9	98/44	1d8+12	10

Sorcery (free INT 23): Intensity 89, Duration 81, Range 76, Multispell 45

Sorcery Spells: Cast Back 119, Damage Boosting 72, Damage Resistance 49, Homing Circle; (known by raven) Mystic Vision 47, Neutralize Magic 73, Smother 83, Teleport 49, Venom 95

Divine Magic (108%): Accelerate Growth, Arrow Trance 2, Become Krjalk x2 (one-use), Chameleon 2, Heal Body 3, Reflection 4, Shield 4, Silence Sphere

Skills: Climb 97, Conceal 98, Hide 102, Plant Lore 101, Search 99, Sneak 90

Notes: has full plate armor & a raven familiar (INT 5, POW 8, HP 1, Move 12) who usually stays out of sight. He has a homing circle in Seven Hills. Snervel is fairly mild, as krjalks go. Aside from his maxed-out statistics, he does not have any obvious chaos features. The party may be able to deal with him more easily than the others in this group.

An 11 pt Cast Back and an 11 pt Damage Resistance is maintained on himself at all times. An 11-pt damage boosting is maintained on his swords, and two of his arrows

FEDZH, Aldrya Wood Lady, Krjalk initiate, & devotee of Primal Chaos

STR 14	Move 4	r leg	01-03	01-02	8/5
CON 18	HP 15	l leg	04-06	03-04	8/5
SIZ 12	FP 32-25=7	sting	07-08	06	8/4
INT 22	MP 38	abdom	09-10	08-09	8/5
POW 19	+9 spider	chest	11	10-13	8/6
DEX 19	= 47 total	ri tentacle	12-13	14-15	8/4
APP 8		ru tentacle	14-15	16-17	8/4
		l claw	18-18	18-19	8/4
		head	19-20	20	8/5

weapon	sr	attack	damage
bite	8	64	2d6+10+1d4
ru tentacle	9	86	1d4+constrict
ri tentacle	9	81	1d4+constrict
l claw	9	87	2d6+10+1d4
sting	6	57	1d6+10+1d4
			+ poison POT 9

Sorcery (free INT 20): Intensity 95, Duration 87, Range 82, Multispell 84

Sorcery Spells: Damage Boost 95, Diminish SIZ 78; (known by familiar) Drain 78, Phantom Sight 62, Regenerate 54, Smother 87, Tap POW 79

Divine Magic (85%): Become Krjalk x2 (one-use), Chameleon, Heal Body 4, Heal Wounds 4

Skills: Climb 91, Conceal 95, Hide 106, Plant Lore 93, Search 90, Sneak 91

Chaos Features: instead of arms, she has sprouted two tentacles and a crab-like claw. She has a long ropy tail with a sting on the end, and has a prognathous face full of pig-like tusks. The sting injects poison POT 9. Each round, she attacks with her sting & bite simultaneously, followed by the claw & tentacles 3 SRs later. Once a tentacle scores a hit, it remains attached and begins to constrict as does a python (little damage is done, but the suffocation effect can become important).

Notes: has specially-made full plate armor & a familiar spider (INT 5, POW 9, HP 2, Move 4) from Spider Woods which she keeps in her backpack. Any aimed blow at the backpack will strike the spider, and any hit that strikes Fedzh's chest from behind has a 50% chance of hitting the spider. If it is killed, she loses its benefits until she can get it resurrected back at Seven Hills.

She uses the Diminish Size, Drain, and Smother spells at every opportunity to enhance her chances in melee. She always uses Tap POW on incapacitated victims. She uses her Phantom Sight to mask her appearance so that she looks like a normal elf

She maintains a 10-pt damage boosting on her bite, claw, and sting at all times. She has an 8-pt phantom sight covering her entire body at all times.

This is not quite enough intensity for a perfect illusion, so rapid movement (as in combat) shows her true self. Also, a successful Search roll when a person is carefully inspecting her will reveal her true nature.

Lamia

These vampire-like beings are uncommon even in Dorastor, and are almost always solitary. However, they are usually accompanied by their "lovers". The sample lamia below has several such protectors. She does not rely on her own combat skills to defend herself from foes — instead, she uses her lovers as the front line of defense, supporting them with her spells.

RUBARY, lamia

STR 15	Move 3	tail	01-06	01-05	4/8
CON 16	HP 15	abdom	07-10	06-10	4/5
SIZ 14	FP 31	chest	11-12	11-15	0/8
INT 12	MP 142	r arm	13-15	16-17	0/4
DEX 22		l arm	16-18	18-19	0/4
APP 19		head	19-20	20	0/5

weapon	sr	attack	damage
Bite	8	54	1d6+1d4+STR drain
Kiss	6	60	POW drain
Constrict	9	90	2d4

Sorcery (free INT 10): Intensity 75, Duration 86, Range 88, Multispell 39

Sorcery Spells: Damage Boost 74, Neutralize Magic 80

MIZZO, Rubary's first lover (brigandine armor)

STR 16		r leg	7/5
CON 13	Move 3	l leg	7/5
SIZ 12	HP 13	abdom	7/5
INT 12	FP 29-26 = 3	chest	7/6
POW 9	MP 9	r arm	7/4
DEX 14		l arm	7/4
APP 14	Dodge: 52	head	7/5

weapon	sr	A/P	damage	pts
2H spear	6	84/74	1d10+1+1d4	10
b-sword	7	78/73	1d8+1+1d4	10
hvy crossbow	3	63/33	2d6+2	8

Spirit Magic (22%): Disrupt, Heal 3, Multimissile 3, Shimmer 2

GORKED, Rubary's second lover (brigandine armor)

STR 16		r leg	7/5
CON 14	Move 3	l leg	7/5
SIZ 12	HP 13	abdom	7/5
INT 15	FP 30-26 = 4	chest	7/6
POW 6	MP 6	r arm	7/4
DEX 12		l arm	7/4
APP 11		head	7/5

weapon	sr	A/P	damage	pts
battle axe	7	82/43	1d8+2+1d4	8
comp bow	3/9	75/28	1d8+1	7
kite shld	8	20/84	1d6+1d4	18

Spirit Magic (6%): Demoralize (2), Heal 4, Multimissile 3, Protection 2

AWTROPH, Rubary's third lover (ringmail)

STR 18		r leg	5/5
CON 14	Move 3	l leg	5/5
SIZ 15	HP 15	abdom	5/5
INT 9	FP 25-13 = 12	chest	5/6
POW 2	MP 2	r arm	5/4
DEX 16		l arm	5/4
APP 15		head	5/5

LUNE TWO: 5m, STR 18, POW 19, HP 23
LUNE THREE: 3m, STR 13, POW 12, HP 14
LUNE FOUR: 5m, STR 15, POW 22, HP 22
LUNE FIVE: 6m, STR 25, POW 23, HP 30
LUNE SIX: 2m, STR 5, POW 7, HP 10

Spirit Magic (0%): Befuddle (2), Heal 2, Multimissile 2

SERGE. Rubany's fourth lover (plate)

STR 12		r leg	B/4
CON 10	Move 3	l leg	B/4
SIZ 13	HP 12	abdom	B/4
INT 16	FP 22-27 = -5	chest	B/4
POW 10	MP 10	r arm	B/3
DEX 13		l arm	B/3
APP 6	Dodge: 63	head	B/4

weapon	sr	AP	damage	pts
shortsword	7	97/80	1d6+1+1d4	10
lavelin	3	77/45	1d8+1d2	8

Spirit Magic (40%): Bladesharp 2, Disrupt, Heal 2, Multimissile 2

Lunar Merchants

The sample caravan below represents a lesser sub-caravan, not the huge main one, which is several orders of magnitude larger

APDOLOS RAJAN, Merchant-Priest of Etynes, and acolyte of Seven Mothers (wears ringmail). Apdolos is in his early 50s, and has made the trip across Dorastor twice before. He plans for this to be his last trip. He is cunning and unethical. If he thinks that murdering and robbing a party of adventurers is the best way to make a profit, he does so. Or, if he believes that hiring the adventurers is the correct action, he does that instead.

He takes no action before interviewing prospective employees. He is physically not brave, but fights fiercely if no other course of action is available. If he believes that his participation in combat can turn the tide for his hired mercenaries, he engages. Otherwise, he stays in the rear casting spells and firing his crossbow. In general, he prefers to flee and protect his investments.

His small caravan has 4 wagons. One holds his personal goods and acts as his private room while on caravan. The other three hold his trade goods.

STR 12		r leg	5/4
CON 7	Move 3	l leg	5/4
SIZ 14	HP 11	abdom	5/4
INT 10	FP 19-17 = 2	chest	5/5
POW 18	MP 18	r arm	5/3
DEX 12	+23 spirit	l arm	5/3
APP 10	= 41 total	head	5/4

weapon	cr	Attk/Parr	damage	pts
morningstar	7	81/90	1d10+1+1d4	8
mdm crossbow	3	86/19	2d4+2	8
kite shield	8	14/40	1d8+1d4	16

Spirit Magic (88%): Befuddle (2), Countermagic 2, Extinguish 1, Farssee 2, Heal 3, Mobility 1, Repair 2, Second Sight (3)

Divine Magic (98%): Command Lune, Dismiss Magic 2, Divination 2, Exchange Spells, Find Enemy 3, Madness 2, Mindlink 1, Pathwatch 4, Reflection 2, Sanctify, Soul Sight, Spellteaching, Spirit Block 3, Warding 5, Worship Evlries

Skills. Bargain 117, Devise 47, Drive Wagon 89, Evaluate 104, Fast Talk 62, Orate 71, Human Lore 87

Magic items & spirits: his personal wagon's chassis (not the wheels) is a matrix holding six Lunes and a Power spirit (POW 23). Also in the wagon are 121 ENC of moon rocks.

LUNE ONE: 4m, STR 23, POW 16, HP 18

Treasure: his personal wagon contains blankets, toiletries, and several weeks of preserved gourmet food (enough to feed all his mercenaries for a week). If sold in a big city, this may bring as much as 2000 L. In the border docks, it may bring as little as 200 L. Also in this wagon is a box full of magic items, two for Apdolos, and two more for every mercenary in his band, intended to be given to Ralzakark for safe passage. Since Ralzakark charges 1 magic item per visitor, Apdolos plans to give him 1 item per member on the way into Rakos, then 1 more on the way back. The magic items are cheap and inferior. All but one are simple bronze rings, each carrying a matrix for the spirit spell of Disruption. The last ring is of gold, with a ruby. It holds a matrix for the spirit spell of Dullblade 7. This is, of course, extremely valuable, and Apdolos knows it. He plans to ask a special favor of Ralzakark when he gives him the ring. This special favor he has kept a secret from the mercenaries and other lunar merchants in the main caravan. Some of them know he is up to something, but no one knows what.

Apdoos's plan is, on his way into Ralios, to ask Raizakark to capture a live Glarg. On his way back, he'll pick up the Glarg and take it to the Empire. Once there, he'll display the Glarg for profit, perhaps hire it out as a gladiator, and rent it to one of the Lunar Colleges of Magic for study. When he tires of it, he'll donate it to the Imperial Zoo in return for favors from the Lunar nobleman in charge of that famous menagerie.

His three wagons carry different trade goods. The first wagon is for trading with the benighted inhabitants of Dorastor. It carries 55 copper pots (worth 30-50 L each); 99 knives (worth about 10 L each); 16 lanterns (30-40 L each); 16 sealed jugs of lamp oil, each carrying 8 liters of oil (each worth 32 L for the oil plus 10 for the jug); 60 hatchets (15 L each); 12 shovels (20 L each); and a box of 516 candles (1 L each). Prices given are their worth in a civilized land. In a non-metalworking wilderness such as Dorastor, where such objects are rare indeed, but retain their great usefulness, Apdolos hopes to get excellent returns for them.

The second wagon is completely loaded with 80 amphorae of fine Lunar wine, for trading when he gets to Ralios. Each amphora holds 21 liters. Twenty-five of the amphorae hold cheap wine (about 12 L each); 30 hold average wine (about 50 L each); 20 hold good wine (about 200 L each); four hold excellent wine (about 800 L each), and one holds special wine from magic vintners which eliminates any possibility of hangover, even when drunk with other liquor (worth about 3000 L). Again, prices given are for the Lunar Empire. Apokolos plans to sell the cheap, average, and good wines to the Orlanthi barbarians on the fringes of Ralios — they get little wine of any quality. The excellent and magic wines are reserved for chieftains or for the civilized nations deeper inside Ralios.

The third wagon carries 1000 ENC of metallic aluminum. A rumor has reached Apdolos's ear that aluminum is extremely rare amongst the inhabitants of Safeister in central Rakos. If true, he plans to sell his load for three or four times what it cost him (40 L per ENC in the Empire).

HIDROGUND, captain of mercenaries

STR 13		r leg	(14)9/7
CON 16/25	Move 3	l leg	(14)9/7
SIZ 16	HP 21	abdom	(14)13/7
INT 11	FP 36-44 = -6	chest	(14)9/9
POW 18	MP 16	r arm	(14)13/6
DEX 16		l arm	(14)13/6
APP 12		head	(14)9/7

weapon	sr	Att/Par	damage	pts
bastard swd	5	104/78	1d10+1+1d4	18
kite shield	6	10/94	1d8+1d4	24

Spirit Magic (46%): Befuddle (2), Countermagic 5, Heal 4



Magic Items: sword and shield are both iron. In addition, sword holds a magic spirit (INT 5, POW 19), who knows the spells of Fireblade (4) and Repair 1. He has a 9 pt Enhance CON cast upon him (duration 1 year), and a 14-pt Damage Resistance (duration 1 year).

Armor: wears plate helmet, legs, and chest. Wears lamellar + chain over arms and abdomen. He has leather padding underneath everything.

Notes: standard combat tactic is to have the magic spirit cast Fireblade, then fight normally, casting other spells as he sees fit. He relies on his tough armor, Damage Resistance, and high hit points to carry him through any fight. He is the captain of the twenty mercenaries whose descriptions follow. He knows that his mercenaries are no great shakes, but reasons that their quantity makes up for their quality.

CARAVAN GUARDS (20)

STR	13	Move 3
CON	11	HP 12
SIZ	12	FP 24 - 16 = 8
INT	12	MP 10
POW	13	
DEX	11	
APP	10	

weapon	sr	atk/par	damage
Halberd	6	80/55	3d6+1d4
Kukri	8	50/45	1d4+3+1d4
Mdm Crossbow	3	50/25	2d4+2

Spells (55%): Befuddle (2), Heal 3, Speedart

Armor: limbs beazinted, vitals brigandine

GUARD ONE

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD TWO

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD THREE

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD FOUR

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD FIVE

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD SIX

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD SEVEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD EIGHT

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD NINE

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD TEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD ELEVEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD TWELVE

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD THIRTEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD FOURTEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD FIFTEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD SIXTEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD SEVENTEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD EIGHTEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD NINETEEN

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

GUARD TWENTY

HP 12	r leg	4/4
FP 11	l leg	4/4
MP 10	abdom	7/4
	chest	7/5
halb 10	r arm	4/3
kukri 8	l arm	4/3
	head	7/4

Ogre

Ogres are not common in Dorastor, possibly because there are few humans for them to prey upon. Still, an occasional ogre gang shows up. A common ogre trick is to pretend to be humans. Sometimes the pretence only lasts long enough for the ogre gang to get the drop on their human prey. At other times, a member of the ogre gang may actually join the human group and travel with it for a while. Such impostures depend on the ogres concealing their unnatural strength.



Ogre gangs are usually well-armored and equipped with gear salvaged from murdered humans.

MURONY, male Talon and leader (full plate)

STR 22/31	Move 3	r leg	8/6
CON 14/20	HP 16	l leg	8/6
SIZ 12	Fatigue 51-27=24	abdom	8/6
INT 10	MP 25	chest	8/7
POW 25	+ 10 spirit	r arm	8/4
DEX 16		l arm	8/4
APP 17		head	8/6

weapon	sr	atk/parr	damage	pts
Gr Hammer	4	99/79	2d6+6+2d6	10

Spirit Magic (116%): Bludgeon 4, Strength 3, Vigor 3

Divine Magic (91%): Detection Blank 3, Extension, False Form x2, Mindlink 2, Sanctify 4, Sever Spirit x4 (one-use), Spirit Block 6, Vomit Acid, Warding 6, Worship Cacodemon

Spirits & Notes: power spirit (POW 10) used to cast Bludgeon 4, Strength 3, and Vigor 3 (all included in initial stats above), magic spirit (INT 10 POW 16) that knows Heal 7 and Repair 3, and casts them on demand; power spirit (POW 9) linked to magic spirit, making 25 MPs available. Spirits are bound in three silver rings.

Chaos Feature: +2d6 POW

AGTURE, male Talon and co-leader (full plate)

STR 22	Move 3	r leg	26/6
CON 15	HP 13	l leg	26/6
SIZ 11	Fatigue 37-27=10	abdom	26/6
INT 12	MP 16	chest	26/7
POW 16	+ 10 spirit	r arm	26/4
DEX 12		l arm	26/4
APP 18		head	26/6

weapon	sr	atk/parr	damage	pts
RH Rapier	7	75/73	3d6+1d6	8
LH Rapier	7	70/51	3d6+1d6	8
Spit (x2)	1	112/—	POT 17 acid	—

Spirit Magic (62%): Befuddle (2), Fireblade (4), Protection 6

Divine Magic (82%): Spirit Block 3, Worship Cacodemon

Magic Items: 14-pt MP storing crystal, which is normally entirely used up in casting his initial spells of two Fireblades (one for each rapier), and a Protection 6.

Chaos Feature: reflects 1-2 MP spells, absorbs 3-4 MP spells, has acid spit twice daily, and +12 point skin.

ATPON, male ogre (lamellar armor)

STR 19	Move 3	r leg	6/5
CON 15	HP 13	l leg	6/5
SIZ 11	Fatigue 34-23=11	abdom	6/5
INT 13	MP 11	chest	6/6
POW 11		r arm	6/4
DEX 12	Dodge: 53	l arm	6/4
APP 8		head	6/5

weapon	sr	atk/parr	damage	pts
Scimitar	7	90/98	1d6+2+1d4	10
Healer	8	49/117	1d6+1d4	12

Spirit Magic (37%): Demoralize (2), Heal 3, Protection 3

PARIC, female ogre (plate)

STR 18	Move 3	r leg	8/4
CON 13	HP 11	l leg	8/4
SIZ 9	Fatigue 31-25=6	abdom	8/4
INT 14	MP 18	chest	8/5
POW 18		r arm	8/3
DEX 15	Dodge: 62	l arm	8/3
APP 11		head	8/4

weapon	sr	atk/parr	damage	pts
Rapier	6	118/70	1d6+1+1d4	8
Healer	9	74/129	1d6+1d4	12
Comp. Bow	3/9	126/44	1d8+1	7

Spirit Magic (80%): Disrupt, Fireblade (4), Heal 2, Mobility 1, Multimissile 1, Speedart

STOW, female ogre (scale vitals, ring limbs)

STR 21	Move 3	r leg	5/4
CON 10	HP 12	l leg	5/4
SIZ 13	Fatigue 31-21=10	abdom	7/4
INT 15	MP 13	chest	7/5
POW 13		r arm	5/3
DEX 9		l arm	5/3
APP 9		head	7/4

weapon	sr	atk/parr	damage	pts
Halberd	7	136/144	3d6+1d6	10
Crossbow	4	113/39	2d6+2	11

Spirit Magic (57%): Befuddle (2), Heal 2, Multimissile 3, Protection 4

SIPP, male ogre (chainmail)

STR 16	Move 3	r leg	7/4
CON 9	HP 12	l leg	7/4
SIZ 14	Fatigue 25-25=0	abdom	7/4
INT 12	MP 10	chest	7/5
POW 10		r arm	7/3
DEX 14	Dodge: 60	l arm	7/3
APP 11		head	7/4

weapon	sr	atk/parr	damage	pts
Battle Axe	7	122/64	1d8+2+1d4	8
Healer	8	44/108	1d6+1d4	12
Crossbow	3	100/38	2d6+2	8

Spirit Magic (29%): Dispel Magic 2, Disrupt, Heal 2, Speedart

INTURR, young female ogre (lamellar armor)

STR 19	Move 3	r leg	6/5
CON 16	HP 15	l leg	6/5
SIZ 13	Fatigue 35-22=13	abdom	6/5
INT 9	MP 16	chest	6/6
POW 16		r arm	6/4
DEX 15	Dodge: 58	l arm	6/4
APP 11		head	6/5

Weapon	sr	atk/parr	damage	pts
Broadsword	7	85/70	1d8+1+1d4	10
Healer	8	35/80	1d6+1d4	12

Spirit Magic (66%): Befuddle (2), Fireblade (4), Heal 3



Poisonthorn Elves

The Poisonthorn elves are not chaotic in any way. They are the only significant non-chaotic force in Dorastor, and battle constantly with the Telmon and Raizakark's brood. Their worst enemies of all, however, are the Hellwood elves.

For many centuries now, the Poisonthorn elves have warred with the Hellwood elves. This is an elf war, not a human war, and does not follow the pattern of human wars. It is not a campaign of pitched battles and military objectives, but an ecological struggle in which small raiding parties constantly ambush one another: priests set up rituals of fertility or anti-fertility that take years to mature, pixies and runners migrate back and forth as the tide of wars sway to and fro, dryads mature within strategically-located groves, and occasional formal duels are announced between enemy leaders. In this war, the Poisonthorn is ever-so-slowly giving ground. A few hundred years ago the Hellwood elves, possibly with aid from Raizakark, burned a large area of the Poisonthorn, which the Poisonthorn elves have not been able to reclaim.

Metal armor is hard to obtain in the Poisonthorn woods. The elves grow a special type of bark armor which provides 4 pts of armor, but weighs no more than stiff leather. It counts as stiff, not flexible, armor.

The stats given are for a typical party of Poisonthorn elves.

FIREWOOD, new Wood Lord of Aldrya (enchanted copper plate armor — has 2 pts less protection than normal plate, but weighs only half as much)

STR 7		r leg	6/3
CON 8	Move 4	l leg	6/3
SIZ 9	HP 9	abdom	6/3
INT 12	FP 15-13=2	chest	6/4
POW 18	MP 18	r arm	6/3
DEX 14	+ 12 bow	l arm	6/3
APP 12	= 30 total	head	6/3

weapon	sr	atk/parr	damage	pts
2H Spear	8	117/106	1d8+1	10
Shortsawd	8	94/101	1d6+1	8
Elf Bow	3/9	128/29	1d8+1	10

Spirit Magic (89%): Disrupt, Extinguish 2, Food Song, Heal 4, Multimissile 3, Speedart

Divine Magic (99%): Arrow Trance x3, Chameleon, Heal Body x2, Reflection 2, Shield 5, Silence Sphere

Skills: Conceal 110, Hide 84, Search 91, Sneak 113

Poisonthorn Arrows: four (POT 24, 12, 10, 9)

DEADLEAF, initiate of Aldrya (bark armor)

STR 8		r leg	4/3
CON 13	Move 4	l leg	4/3
SIZ 7	HP 10	abdom	4/3
INT 15	FP 21-7=14	chest	4/4
POW 17	MP 17	r arm	4/3
DEX 17	+ 7 bow	l arm	4/3
APP 10	= 24 total	head	4/3

weapon	sr	atk/parr	damage	pts
2H Spear	7	96/90	1d8+1	10
Elf Bow	2/7	118/28	1d8+1	10

Spirit Magic (94%): Detect Iron, Food Song, Heal 4, Multimissile 3, Shimmer 5, Speedart

Divine Magic (119%): Arrow Trance, Chameleon

Skills: Climb 92, Hide 88, Plant Lore 102

Poisonthorn Arrows: two (POT 6, 4)



Poisonthorn Elf

THISTLE, initiate of Aldrya (bark armor)

STR 8		r leg	4/3
CON 9	Move 4	l leg	4/3
SIZ 11	HP 10	abdom	4/3
INT 11	FP 17-8=9	chest	4/4
POW 18	MP 18	r arm	4/3
DEX 13	+ 5 bow	l arm	4/3
APP 13	= 23 total	head	4/3

weapon	sr	atk/parr	damage	pts
Shortsawd	7	76/77	1d6+1	8
Elf Bow	3/9	124/26	1d8+1	10

Spirit Magic (93%): Disrupt, Food Song, Heal 2, Multimissile 1, Protection 3, Repair 2, Speedart

Skills: Climb 92, Hide 88, Sneak 77

Poisonthorn Arrows: three (POT 5, 5, 4)

NETTLE, initiate of Aldrya (bark armor)

STR 9		r leg	4/4
CON 11	Move 4	l leg	4/4
SIZ 10	HP 11	abdom	4/4
INT 21	FP 20-8=12	chest	4/5
POW 10	MP 17	r arm	4/3
DEX 11	+ 8 bow	l arm	4/3
APP 12	= 25 total	head	4/4

weapon	sr	atk/parr	damage	pts
2H Spear	7	76/81	1d10+1	10
Elf Bow	3/9	106/40	1d8+1	10



Spirit Magic (94%): Befuddle (2), Dispel Magic 4, Food Song, Heal 8, Protection 3, Second Sight (2), Speedart
Skills: Conceal 78, Search 104, Sneak 70
Poisonthorn Arrows: one (POT 3)

BARKTHRONE, initiate of Aldrya (nngmail armor)

STR 10		r leg	5/3
CON 9	Move 4	l leg	5/3
SIZ 8	HP 9	abdom	5/3
INT 12	FP 19-10=9	chest	5/4
POW 14	MP 17	r arm	5/3
DEX 14	+ 4 bow	l arm	5/3
APP 11	= 21 total	head	5/3

weapon	sr	atk/parr	damage	pts
Broadsword	8	70/84	1d8+1	10
Elf Bow	3/9	92/41	1d8+1	10

Spirit Magic (68%): Extinguish 2, Food Song, Heal 6, Multimissile 3

Divine Magic (88%): Silence Sphere (one-use)

Skills: Climb 66, Hide 59, World Lore 87

Poisonthorn Arrows: none

STEMROSE, initiate of Aldrya (bark armor)

STR 10		r leg	4/3
CON 10	Move 4	l leg	4/3
SIZ 10	HP 10	abdom	4/3
INT 16	FP 20-7=13	chest	4/4
POW 7	MP 7	r arm	4/3
DEX 14	+ 9 bow	l arm	4/3
APP 11	= 16 total	head	4/3

weapon	sr	atk/parr	damage	pts
2H Spear	7	57/55	1d10+1	10
Elf Bow	2/7	81/38	1d8+1	10

Spirit Magic (94%): Demoralize (2), Countermagic 4, Food Song, Heal 6, Speedart

Skills: Climb 52, Hide 75, Sneak 50

Poisonthorn Arrows: none

KNOTWOOD, initiate of Aldrya (bark armor)

STR 4		r leg	4/3
CON 12	Move 4	l leg	4/3
SIZ 9	HP 11	abdom	4/3
INT 21	FP 18-7=11	chest	4/4
POW 15	MP 15	r arm	4/3
DEX 19	+ 5 bow	l arm	4/3
APP 10	= 20 total	head	4/3

weapon	sr	atk/parr	damage	pts
Singletick	7	87/58	1d8	6
Elf Bow	1/3/9	97/38	1d8+1	10

Spirit Magic (88%): Countermagic 3, Dispel Magic 2, Disrupt, Food Song, Heal 7, Multimissile 2, Protection 4, Speedart

Divine Magic (113%): Shield 2 (one-use)

Skills: Hide 66, Sneak 55, Plant Lore 93

Poisonthorn Arrows: one (POT 14)

GALL, initiate of Aldrya (bark armor)

STR 8		r leg	4/3
CON 8	Move 4	l leg	4/3
SIZ 9	HP 8	abdom	4/3
INT 14	FP 14-7=7	chest	4/4
POW 10	MP 10	r arm	4/3
DEX 12	+ 5 bow	l arm	4/3
APP 11	= 15 total	head	4/3

weapon	sr	atk/parr	damage	pts
Rapier	8	94/104	1d6+1	8
Elf Bow	3/9	94/24	1d8+1	10

Spirit Magic (48%): Countermagic 3, Dispel Magic 2, Food Song, Heal 4, Protection 3, Speedart

Skills: Climb 99, Hide 104, Sneak 90

Poisonthorn Arrows: none

Poison Bush

These special plants are supposedly a gift of Aldrya, given to the Poisonthorn Elves during Gbaji's time for not joining Gbaji's cult. These plants won't attack elves of any type and are thus no good for protection against the Hellwood elves. However, the Hellwood elves, after over a millennium of effort, have not learned the secret of growing these magic bushes. After one year of growth from a seedling, they have the following statistics.

char.	avg.				
STR 6d3	12	Move 4/3/2/1	d20	pts	
CON 4d3	8	armor pts 12	trunk	01-10	all
SIZ 8d4	20	FP 20	branches	11-20	
INT 4	4	MP 12			
POW 1d6+8	11-12				
DEX 3d6	10-11				

Notes: Each plant has 2d3 branches — roll randomly to see which is hit. The plant has armor points, not hit points. Its armor pts are divided up evenly among its 2d3 branches (round fractions up). If armor points are exceeded, the branch is severed.

Weapon	sr	atk%	damage
branch	6	varies with season	4d4 + poison POT 2d4

Notes: Each of the 2d3 branches attacks independently, once per round. All branches must be severed to incapacitate the plant. Severing the trunk kills the plant.

When the plant is eight years old, it breaks off its roots and becomes mobile in Fire Season. In Fire season, it moves at 4 and its attack skill is its DEX x 5. In Earth season, its move is 3, and its attack DEX x4. In Dark Season: Move 2, Attack% DEX x3. Storm Season: Move 1, Attack% DEX x 2. In sacred time, the plant dries up and dies, producing 2d3 seed pods which cannot germinate without special rituals. Poison bush plants enchanted with the Divine spell Create Poisonbush Arrow do not become mobile, and may live for several decades.

Rotground

Rotground is loose porous ground. Anyone stepping on it immediately sinks to the bottom, like extremely fast-acting quicksand. It is normally at least 5-10 meters deep.

Rotground has a surface crust. After the crust is broken, it reforms in a week or two. This crust has a STR of 2d6 (roll separately for each patch of rotground encountered). When a creature steps onto rotground, roll the victim's SIZ vs. the crust's STR on the resistance table. If the SIZ overcomes the STR, the crust breaks, and the victim immediately crashes through and plunges to the bottom. Use the Drowning rules. Anyone taking a "breath" of rotground takes 1d10 damage. If in over his head, the victim is likely to die unless rescued.

If the STR withstands the SIZ, the victim feels the surface quiver, and is warned of the danger. He must then once again test SIZ vs. STR for each 3m he moves across the surface of the rotground. He may use this opportunity to try to withdraw, or summon aid, or may attempt to make his way further across the rotground's surface.

Rescue from rotground is extremely difficult. A weighted rope may be grasped blind by a victim on a successful POWx1 roll. A rescuer fastened to a secured rope may swim in after the victim, grabbing him and drawing him



to safety. Companions or a pack horse may help in drawing the victim and rescuer from the rotground.

Rotground smells rotten, so an acute sense of smell can sometimes locate rotground before it is walked on.

Scorpion Man

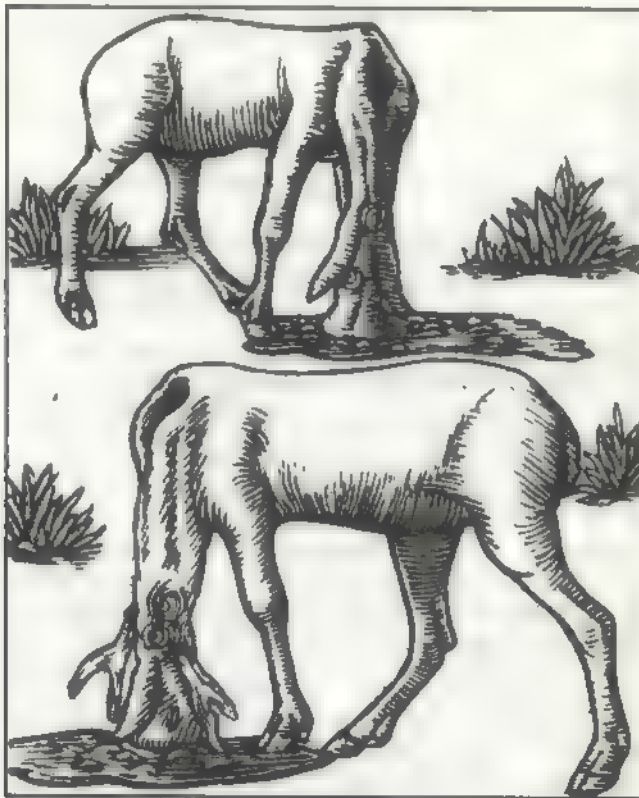
The scorpion men of Dorastor are similar to those found elsewhere. Of course, the highly concentrated nature of Dorastan chaos tends to make these scorpion men tougher than their equivalents in other lands. The scorpion queen would not normally accompany the raiders, and would live in a village or cave complex, with from several dozen to several hundred other scorpion men, including several priests and shamans, all initiates of Bagog.

A typical raiding party appears in "The Riskland Campaign," p. 98.

Slime Deer

The Slime Deer of Dorastor are revolting beasts that date from the conversion of the Sleek Deer God to chaos during the Chaos Wars. These creatures have deer-like bodies, with slick gray fur. At first glance they seem to have no heads, only an open neck hole. However, around and underneath this gaping shoulder-maw is a dangling sac of hide. When inspected, this tattered remnant of flesh proves to be the skin of the deer's head, now devoid of flesh, bone, or sinew — just the hollowed-out pelt remains. Some slime deer have antlers attached to these bags of skin. Eyes, ears, and nostrils are all imbedded in this sack, and presumably these are still usable. At least, no other sense organs are visible.

Slime Deer are herbivores, oozing their acidic slime over patches of vegetation then slurping up the liquified remains. Despite their rather horrendous appearance, their flesh is edible, though mealy and possessed of a foul aftertaste. However, when preparing the meat, one must be careful not to burst the slime sac (inside the chest), or the acid will ooze out and render the carcass inedible.



Slime Deer

Slime Deer travel in small herds. They are immune to the effects of the Ghostfart, and are quite common there. They are not particularly aggressive, and usually flee when hunted by chaos creatures. However, they frequently stand and fight when attacked by non-chaotic beings. Evidently they have a magic sense enabling them to detect chaos (or the lack of chaos) in other creatures.

char	avg		location	melee	missile	pts.
STR 2d6+2	9	Move 11	rh leg	01-02	01-02	1/4 (.25)
CON 3d6	10-11	HP 13	lh leg	03-04	03-04	1/4 (.25)
SIZ 3d6+4	14-15	FP 20	hind q	05-08	05-09	1/6 (.40)
INT 4	4	MP 7	fore q	09-12	10-15	1/6 (.40)
POW 2d8	7		rf leg	13-15	16-17	1/4 (.25)
DEX 3d6+6	16-17		lf leg	16-18	18-19	1/4 (.25)
			head sack	19-20	20	1/2 (special)

Weapon	SR	Attack	Damage
Acid Squirt	2	75	1d6 acid damage

Acid: The acid spray is squirted out of the creature's neck hole. Slime deer are immune to their species' acid, but acid from other sources still affects them. The acid has a range of 8m.

Head Sack: Regardless of the number of overall hit points a slime deer possesses, its limp head sack always has 2 hit points. However, because of the "head's" nature, it cannot be damaged by impaling or blunt weapons — only non-impaling edged weapons can harm it. The only normal missile weapons which can cut it are shuriken and thrown axes. Loss of the head sack does not kill the slime deer. However, it does render it helpless (blind, deaf, and devoid of any sense of smell).

Chaos: POW x5% chance of having a chaos feature.

Armor: 1-pt hide

Skills: Sense Chaos 80%

Spiders

There are five kinds of spiders encountered in Spider Woods. All are web-spinners that prefer ambush attack. In form they resemble giant garden spiders, except with long, lateral, extended leg-feet covered with sharp barbs. These distribute the spider's weight to permit swift movement across swampy ground and foliage.

Webbing: The spider's webbing acts as a Glue spell affecting the victim's entire body. The STR of the web is equal to the spider's hit points. Successive layers of web are cumulative, and add to the STR of the total. An ensnared victim cannot do anything but attempt to break out. A spider may not both bite and throw webbing in the same round.

The range of the webbing is equal to the spider's STR in meters and covers a circle 1 meter across for male hunters and 3 meters across for female breeders and Great Mothers.

Great Ancient Mother Cult: The Great Ancient Mother cult is similar to the Aranea cult. The Divine spells Spider's Head, Spiderlimbs, and Webbing are found in the Aranea cult description in *Troll Cuts, Troll Cuts Book*, p. 15.

Wild Spawn: These colonies of large numbers of small (1-3cm diameter) unintelligent individuals are similar in nature and behavior to ants. Male hunters control wild spawn through scent messages and markers. Female breeders perceive wild spawn as a food source, a passive territorial defense, and a semi-natural, semi-managed art form.

Treat as Insect Swarms. See *RQ Deluxe, Creatures Book*, p. 26-27. Wild spawn spider swarms are encountered in hive sizes from 6d6-12d6 with a Venom Factor of 5.

Domesticated Spawn: These small herds (10-100 individuals) of larger (3-10cm diameter) unintelligent individuals are managed as humans manage herds of cattle. Male hunters control domesticated spawn through scent



messages and markers, individuals are also capable of some learned behavior. Female breeders perceive domesticated spawn as a food source, an active territorial defense, a construction and fabrication tool, and a managed art form.

DOMESTICATED SPAWN SPIDER

STR 1	Move 1	location	d20	hit points
CON 1	HP 1	body	1-20	1
SIZ 1	FP 1			
INT 1	MP 1			
POW 1				
DEX 13				
weapon	sr	attack	damage	
bite	10	25	1 point + poison POT 2	

Notes: These spiders are small enough to crawl inside clothing and armor; ignore armor (but not magical protection) when applying damage. A successful attack of any kind kills one automatically.

Male Hunters: These short-lived small giant-sized individuals have limited, instinctive intelligence. They are the hunters, herders, laborers, and warriors of the spider culture, and the only forms that travel outside of Spider Woods for hunting and scavenging. Instincts include many complex social and occupational functions that are hardwired into behavior and controlled by chemical and scent commands from female breeders.

Male hunters construct the complex web patterns that lie beneath the needle mold of the forests and link tree to tree in a combination communication and defense system. They herd and manage the wild and domesticated spawn, and hunt prey in nearby forests and marshes. They also collect exotic substances (pleasingly shaped stones and bits of wood, fibrous grasses, bones, etc.) for incorporation into the female web art forms.

Male hunters are aggressive and attack with instinctive peck tactics, distracting with frontal attacks while deploying from flanks or above, or driving prey into web traps. They typically husk and dismember victims for easy transport back to the brood and spirit trees. They cannot recognize communication attempts by other species, but may recognize repeated phenomena (like systematic threats) and react accordingly.

MALE HUNTER SPIDER

char.	avg.		location	melee	missile	points
STR 1d6+8	9-10	Move 4	r leg 4	01	01	2/2 (.16)
CON 3d6	10-11	HP 12	r leg 3	02	02	2/2 (.16)
SIZ 2d6+8	13	FP 20	l leg 4	03	03	2/2 (.16)
INT 1d4+4	8	MP 7	l leg 3	04	04	2/2 (.16)
POW 2d6	7		abdom	05-08	05-10	2/5 (.40)
DEX 2d6+6	13		r leg 2	09-10	11	2/2 (.16)
			r leg 1	11-12	12	2/2 (.16)
			l leg 2	13-14	13	2/2 (.16)
			l leg 1	15-16	14	2/2 (.16)
			head	17-20	15-20	2/5 (.40)

weapon	sr	attack	damage
bite	9	30-1	1d6+ poison POT 12
web	3	60-1	web STR 12

Spirit Magic: Roll 1d6 to select 1d6 of the following spells.

- | | |
|---------------------|-----------------------------|
| 1 Befuddle | 4 Protection (1, 2, or 3) |
| 2 Detect Enemies | 5 Countermagic (1, 2, or 3) |
| 3 Glue (1, 2, or 3) | 6 Slow (1, 2, or 3) |

Divine Spells: Roll 1d4 to select 1d4 of the following one-use spells.

- | | |
|-----------------|----------------|
| 1 Heal Wound | 3 Spider Limbs |
| 2 Spider's Head | 4 Webbing |

Skills: Climb 90, Hide 60+3, Sneak 75+3

Note: Male hunters are Great Ancient Mother initiates, and hunt in packs of 1d8+2. Poison POT is equal to the spider's hit pts. As with other arthropods, damage to a spider's legs does not count against total hit point loss.

Female Breeders: These long-lived, medium giant-sized individuals have true intelligence. Some specimens may be over 200 years old. This intelligence is not as facile and flexible as human intelligence, but vast experience gained through great age and a coherent body of knowledge, policy, and myth transmitted from generation to generation provide many patterns and models of action to choose from. The result appears to humans as clever adaptive behavior but opaque response to communication. It will not initially occur to breeders that humans can communicate, and even when it does, the breeders will futilely experiment with the chemical and scent communication they use with their own species.

The best chance for communication is through dramatic actions the breeders recognize as analogous to the behaviors of their own species. For example, the Spider Folk comprehend the notion of trade, since exotic foods and art works are traded among brood trees. A breeder presented with a bound, captive male hunter might make the conceptual leap and offer in return a bound captive human they were saving for dinner or incorporation into a web tapestry.

Female Breeder Spiders

char.	avg.		location	melee	missile	points
STR 2d6+12	19	Move 3	r leg 4	01	01	4/4 (.16)
CON 3d6+6	16-17	HP 22	r leg 3	02	02	4/4 (.16)
SIZ 4d6+12	26	FP 36	l leg 4	03	03	4/4 (.16)
INT 2d6+8	13	MP 11	l leg 3	04	04	4/4 (.16)
POW 3d6	10-11		abdom	05-08	05-10	4/9 (.40)
DEX 2d6+8	13		r leg 2	09-10	11	4/4 (.16)
			r leg 1	11-12	12	4/4 (.16)
			l leg 2	13-14	13	4/4 (.16)
			l leg 1	15-16	14	4/4 (.16)
			head	17-20	15-20	4/9 (.40)
weapon	sr	attack	damage			
bite	6	90+5	1d6+ 2d6+ poison POT 33			
web	3	110+5	web STR 22			

Spirit Magic: Befuddle, Detect Enemies, Glue 6, Protection 3, Slumber 3, Slow 3

Divine Magic: Binding Enchantment, Divination, Extension, Heal Wound, Magic Point Matrix Enchantment, Sanctify, Spellteaching, Spider's Head, Spider Limbs, Warding 3, Webbing, Worship Great Ancient Mother

Skills: Climb 130-8, Hide 110-13, Sneak 110-13.

Special Items: Three magic point matrices in silk leg pennants (POW 3, 6, 11). One Fear passion spirit (POW 22) bound in a silk leg pennant.

Note: This specimen is a mature breeder; juvenile females have more modest magical resources. Female Breeders are priests of Great Ancient Mother. Poison POT is equal to half-again the spider's hit pts. As with other arthropods, damage to a spider's legs does not count against total hit point loss.

Great Mothers: These long-lived, large giant-sized individuals have true intelligence. Specimens are typically over 200 years old. These individuals are the sources of all spirit and divine spells of its clan, and repositories of clan lore and tradition. They function in spider folk society something like personified bibles and oracles, from which and through which all truth and right action is revealed. They take no active part in Spider folk society other than in the training of female breeders. They produce and appreciate web tapestries and other spider art forms, and as such are the source of emotional wealth and wellbeing among female breeders. A gift of a web tapestry to a breeder is a sign of favor, and correct interpretation of that gift is an important test of the breeder's worthiness.

**Great Mother Spiders**

char	avg.		location	melee	missile	points
STR 3d6+18	28-29	Move 2	r leg 4	01	01	6/6 (.16)
CON 3d6+12	22-23	HP 31	r leg 3	02	02	6/6 (.16)
SIZ 8d6+18	39	FP 51	l leg 4	03	03	6/6 (.16)
INT 2d6+6	13	MP 14	l leg 3	04	04	6/6 (.16)
POW 4d6	14		abdom	05-08	05-10	6/13 (.40)
DEX 2d6+6	13		r leg 2	08-10	11	6/6 (.16)
			r leg 1	11-12	12	6/6 (.16)
			l leg 2	13-14	13	6/6 (.16)
			l leg 1	15-16	14	6/6 (.16)
			head	17-20	15-20	6/13 (.40)
weapon	sr	attack	damage			
bite	6	30+11	1d6+3d6+poison POT 31			
web	3	60+11	web STR 31			

Spirit Magic: Befuddle, Detect Enemies, Glue 6, Protection 3, Shimmer 3, Slow 3

Divine Magic: Binding Enchantment, Divination, Extension, Heal Wound x3, Magic Point Matrix Enchantment, Sanctify, Spelldrawing, Spider's Head x4, Spider Limbs x4, Warding 3, Webbing x5, Worship Great Ancient Mother x3.

Skills: Climb 130-8, Hide 110-13, Sneak 110-13.

Special Items: Seven magic point matrices in silk leg pennants (POW 3, 3, 6, 9, 9, 13, 13). Three Fear passion spirits (POW 17, 19, 22) and two Pain passion spirit (POW 22, 25) bound in silk leg pennants.

Note: This is the least of the Great Mothers. All Great Mothers are priestesses of Great Ancient Mother. Poison POT is equal to half again the spider's hit pts. As with other arthropods, damage to a spider's legs does not count against total hit point loss.

Stoorworm

These slimy dragon-like creatures are tainted with chaos.

STOORWORM ONE

STR 44		tail	01-06	10/9
CON 21	Move 3	body	07-14	10/11
SIZ 31	HP 28	head	15-20	10/9
INT 9	FP 65			
POW 18	MP 18			
DEX 5				
weapon	sr	attack	damage	
Bite	8	98	1d10+4d6	
Breath	1	100	poison POT 18	

Note: can bite & emit its deadly fumes in the same round. The cloud has a radius of 3m, and anyone within it must make CON rolls as per the asphyxiation rules or be poisoned. The poison cloud costs the stoorworm 1 extra FP per round to keep up. A stoorworm regenerates 2 HP of damage per location per round. A slain stoorworm ceases regeneration.

STOORWORM TWO

STR 49		tail	01-06	10/12
CON 24	Move 3	body	07-14	10/15
SIZ 48	HP 36	head	15-20	10/12
INT 9	FP 73			
POW 17	MP 17			
DEX 4				
weapon	sr	attack	damage	
Bite	8	92	1d10+5d6	
Breath	1	100	poison POT 17	

Note: see above

Succubus

These evil spirits are of the same nature as nymphs, but are chaotic. They can choose to be either male or female. When female, they seduce men,

stealing 1 CON from their victim per visit. When male, they attack women, impregnating them with chaotic offspring. A complete description is provided in the *Glorantha Bestiary* and in *Shadows on the Borderland*.

A succubus can choose any size it wishes, up to its POW. Hit Pts always equal its CON. A sample succubus is given below.

LEANORA, chaos succubus

STR 12	Move 4	r leg	(5) 5/9
CON 25	HP 25	l leg	(5) 5/9
SIZ 1-23	FP 37	abdom	(5) 5/9
INT 19	MP 23	chest	(5) 5/11
POW 23		r arm	(5) 5/7
DEX 16		l arm	(5) 5/7
APP 25		head	(5) 5/9

weapon	sr	atk	damage
Grapple	7	97	special
Fist	7	84	1d3+0 to 1d8

Sorcery (free INT 15): Intensity 83, Duration 77, Range 93, Multispell 99

Sorcery Spells: Damage Resistance 110, Dominate Human 80, Fly 113, Phantom Sight 100.

Notes: Leanora actually wears scavenged ringmail armor, and maintains a constant Phantom Sight intensity 5 over her face. This Phantom Sight is very subtly placed so as to discolor and shadow her face, making it look as if she has a few wrinkles. This reduces her apparent APP to 18 (and puts it within normal human range). Her usual tactic is to pretend that she is the lone survivor of an anti-chaos expedition and to join up with a group of adventurers. Before joining a group, she will spy on them for a short while and see whether males or females predominate — choosing her own sex accordingly. She then seduces the party members at every opportunity. She has found that adventurers rarely resist seduction when it seemingly comes from one of their own number.

In addition to her Phantom Sight disguise, she maintains a Damage Resist 5 at all times.

Telmori

Though they live on the Nangtai Plateau, wolf-people travel throughout Dorastor primarily to hunt. Although they are nominally human, they usually attempt to observe humans encountered from hiding. Some Telmori avoid contact with outsiders. Other may hunt, ambush, or attack them, especially if the outsiders are found on Nangtai Plateau.

All Telmori have a brother wolf that accompanies them everywhere. They consider it a brother, not a work-animal, and protect it with their lives.

The typical Telmori style of combat is the ambush, in which the targets are assailed by thrown javelins. If the enemies don't carry iron, the Telmori may turn into wolf-form and attack.

Many Telmori carry no armor in case they need to transform into wolves. They often have numerous tattoos on their bodies which give them magic. Remember, when Telmori transform into wolves they receive all the normal lycanthropic protection against damage.

Though widely believed to be werewolves, Telmori cannot assume wolf-form at will. They become wolves involuntarily all day on Widday, and may also assume wolf features through the use of divine spells on other occasions. Scores following the slash in the stats indicate wolf-form on Widdays.

BIKBOKKU, male Telmori shaman

STR 8/16	Move 3/7	r leg	0/6
CON 17	HP 16	l leg	0/6
SIZ 14	FP 25	abdom	0/6
INT 12/6	MP 19+55 fetch	chest	0/7
POW 19	+ 12 spirit	r arm	0/4
DEX 14	= 86 total	l arm	0/4
APP 12	Dodge: 71	head	0/6



weapon	sr	atk	damage
ghost stick	3	Auto	special
bite (as wolf)	8	90	1d8+1d4

Spirit Magic (99/93%): Heal 6; (known by fetch) Countermagic 5, Protection 6
Divine Magic (99/93%): Speak with Wolves x2, Wolfhide x3, Wolf Running, Wolf's Head, Transform Self

Skills: Listen 76, Hide 88, Sneak 71, Track 98

Spirits: fetch (INT 11, POW 55) holds a power spirit (POW 12), a sylph (STR 53, SIZ 6m, POW 22, HP 28), and a helion (INT 11, MP/armor/HP 19)

GHOSTWOLF, Bikkokku's wolf

STR 21		rh leg	4/5
CON 18	Move 7	lh leg	4/5
SIZ 17	HP 18	hind q	4/8
INT 14	FP 39	fore q	4/8
POW 19	MP 19	rf leg	4/5
DEX 21	+41 fetch	lf leg	4/5
Dodge: 89	= 80 total	head	4/8
weapon	sr	atk	damage
Bite	5	101	1d8+1d6

Spirit Magic (114%): Befuddle (2), Dispel Magic 2, Heal 3, Protection 4
 Shimmer 4, Toothsharp 3; (known by fetch) Dispel Magic 4, Protection 4

Divine Magic (119%): Transform Head x2

Spirits: fetch (INT 8, POW 41) holds wraith (INT 9, HP 44, MP 21).

Note: Ghostwolf is awakened, with full normal INT.

ZU-HAFZAD, male Telmori hunt-leader

STR 13/26		r leg	0/6
CON 18	Move 3/7	l leg	0/6
SIZ 13	HP 16	abdom	0/6
INT 18/9	FP 31-11 = 20	chest	0/7
POW 16	MP 16+39 spirits	r arm	0/4
DEX 16	= 56 total	l arm	0/4
APP 10	Dodge: 99	head	0/6



Telmori by Moonlight

weapon	sr	atk/parr	damage	pts
javelin, attati	2	122/79	2d8+1d2	8
black javelin, attati	2	61/79	2d10+1d2	10
			+ poison*	
javelin, held	6	85/79	1d8+1+1d4	8
kite shield	7	48/75	1d8+1d4	16
bite (as wolf)	7	94/—	1d8+1d6	—

*sacred kandhero poison (POT 26)

Spirit Magic (95/91%): Heal 3, Ironhand 4, Speedart, Strength 1 (increases damage bonus as wolf to +2d6); (known by intellect sprit) Countermagic 5, Protection 6

Divine Magic (104/96%): Wolfhide x2, Wolf Running (both one-use)

Special Magic: Zu-Hafzad and Bleed are in constant Mindlink (as per the Rune spell)

Skills: Conceal 108, Listen 112, Hide 98, Sneak 101, Track 122

Magic Items: on each arm and the right leg is a tattoo holding a Power spirit (each POW 13). On the left leg is a tattoo holding an Intellect spirit (INT 11, POW 12). Its spells are listed above.

On every tattoo is a condition that the enchantment only works for Zu-Hafzad or his family (this includes his brother-wolf, Bleed)

On a thong around Bleed's throat (and bound to Bleed) is a 2-pt Spell Strengthening crystal. When Bleed casts Demoralize, it has 4 MPs for purposes of crashing through defensive magic (but still only costs Bleed 2 MPs to cast).

The Black Javelin: circling his neck is a tattoo matrix for the spirit spell of Firearrow. Around his right wrist is a tattoo matrix for the spirit spell of Multimissile 4.

Note: Zu-Hafzad carries 4 javelins. One, made of black wood, is tipped with the sacred Telmori kandhero poison (POT 26). This black javelin is specially-made and extremely large and heavy. It does more damage than a regular javelin, but is so unbalanced that the chance to hit is halved.

Zu-Hafzad's tactics are to stand back at first, if possible attacking from ambush. When launching an attack, he first casts Firearrow or Multimissile 4 upon the black javelin, then hurls it from the furthest possible range (50m).

BLEED, Zu-Hafzad's wolf

STR 18		rh leg	4/4
CON 21	Move 7	lh leg	4/4
SIZ 10	HP 16	hind q	4/7
INT 8	FP 39	fore q	4/7
POW 18	MP 18	rf leg	4/4
DEX 17		lf leg	4/4
Dodge: 136		head	4/6
weapon	sr	atk	damage
Bite	7	106	1d8+1d4

Spirit Magic (100%): Demoralize (2)

ALFER-ZED, male Telmori hunter

STR 17/34		r leg	0/5
CON 14	Move 3/7	l leg	0/5
SIZ 16	HP 15	abdom	0/5
INT 13/7	FP 31-8 = 23	chest	0/6
POW 15	MP 15	r arm	0/4
DEX 15		l arm	0/4
APP 8	Dodge: 99	head	0/5

<i>weapon</i>	<i>sr</i>	<i>attk/parr</i>	<i>damage</i>	<i>pts</i>
javelin, attati	3	87/65	2d6+1d3	8
javelin, held	6	66/65	1d8+1+1d8	8
kite shield	7	32/57	1d8+1d6	16
bite (as wolf)	7	88/—	1d8+2d6	—



Spirit Magic (86/80%): Command Gnome, Heal 2, Protection 3, Speedart

Divine Magic (103/97%): Wolfhide, Wolf Running (both one-use)

Skills: Conceal 77, Listen 83, Hide 100, Sneak 92, Track 72

Magic Items: on his back is a tattoo holding a gnome (STR 53, Size 5m, POW 19, HP 73)

WAGG, After-Zed's wolf

STR 20		rh leg	4/4
CON 19	Move 7	lh leg	4/4
SIZ 12	HP 18	hind q	4/7
INT 8	FP 38	fore q	4/7
POW 14	MP 14	rf leg	4/4
DEX 20		lf leg	4/4
Dodge: 138		head	4/6

weapon	sr	atk	damage
Bite	6	78	1d8+1d4

Spirit Magic (100%): Ironhand 2

AZAKU, female Telmori hunter

STR 12/24		r leg	0/4
CON 15	Move 3/7	l leg	0/4
SIZ 8	HP 11	abdom	0/4
INT 11/6	FP 27-8 = 21	chest	0/5
POW 15	MP 15	r arm	0/3
DEX 15		l arm	0/3
APP 18	Dodge: 92	head	0/4

weapon	sr	atk/parr	damage	pts
javelin, attati	3	84/70	2d8	8
javelin, held	8	78/70	1d8+1	12
target shield	9	29/75	1d6	12
bite (as wolf)	9	81/—	1d8+1d4	—

Spirit Magic (85/79%): Befuddle (2), Heal 2, Speedart, Strength 1 (increases damage bonus as wolf to +1d6)

Divine Magic (103/88%): Wolfhide, Wolf Running (both one-use)

Skills: Conceal 108, Listen 100, Hide 98, Sneak 99, Track 94

VOLL, Azaku's wolf bitch

STR 21		rh leg	4/4
CON 20	Move 7	lh leg	4/4
SIZ 12	HP 18	hind q	4/7
INT 8	FP 41	fore q	4/7
POW 21	MP 21	rf leg	4/4
DEX 27		lf leg	4/4
Dodge: 62		head	4/6

weapon	sr	atk	damage
Bite	8	79	1d8+1d6

Spirit Magic (100%): Shimmer 2

HAFAZAZ, female Telmori hunter

STR 13/28		r leg	0/3
CON 14	Move 3/7	l leg	0/3
SIZ 8	HP 10	abdom	0/3
INT 15/8	FP 27-8 = 21	chest	0/4
POW 15	MP 15	r arm	0/3
DEX 14		l arm	0/3
APP 13	Dodge: 80	head	0/3

weapon	sr	atk/parr	damage	pts
javelin, attati	3	89/68	2d8	8
javelin, held	8	59/68	1d6+1	12
target shield	9	40/78	1d6	16
bite (as wolf)	9	88/—	1d8+1d4	—

Spirit Magic (87/80%): Demoralize (2), Heal 3, Shimmer 2, Strength 1 (increases damage bonus as wolf to +1d6)

Divine Magic (106/99%): Wolfhide, Wolf Running, Wolf's Head (all one-use)

Skills: Conceal 68, Listen 71, Hide 65, Sneak 80, Track 59

SERX, Hatazaz's wolf bitch

STR 18		rh leg	4/5
CON 19	Move 7	lh leg	4/5
SIZ 18	HP 19	hind q	4/8
INT 8	FP 35	fore q	4/8
POW 14	MP 14	rf leg	4/5
DEX 22		lf leg	4/5
Dodge: 68		head	4/7

weapon	sr	atk	damage
Bite	7	76	1d8+1d6

Spirit Magic (100%): Toothsharp 2

KARPATCHATZ, female Telmori hunter

STR 8/12		r leg	0/3
CON 10	Move 3	l leg	0/3
SIZ 10	HP 10	abdom	0/3
INT 16/8	FP 16-8 = 10	chest	0/4
POW 14	MP 14	r arm	0/3
DEX 9		l arm	0/3
APP 9	Dodge: 82	head	5/3

weapon	sr	atk/parr	damage	pts
javelin, attati	4	87/72	2d8	8
javelin, held	8	59/72	1d8+1	12
target shield	9	35/78	1d8	16
bite (as wolf)	9	88/—	1d8	—

Spirit Magic (79/71%): Befuddle (2), Countermagic 1, Heal 2, Speedart

Divine Magic (103/95%): Wolfrunning (one-use)

Skills: Conceal 75, Listen 68, Hide 61, Sneak 70, Track 81

Magic Items: covering her face is a tattooed amoring enchantment. It is especially handy in wolf form, when the tattoo is not obvious, and the armor helps protect her vs. magic damage

GADJ, Zu-Hatazaz's wolf

STR 17		rh leg	4/4
CON 15	Move 7	lh leg	4/4
SIZ 14	HP 15	hind q	4/6
INT 8	FP 32	fore q	4/6
POW 18	MP 18	rf leg	4/4
DEX 23		lf leg	4/4
Dodge: 70		head	4/5

weapon	sr	atk	damage
Bite	7	76	1d8+1d4

Spirit Magic (100%): Vigor 2 (ups HP to 17)

Cave Troll

The only kind of troll native to Dorastor is the cave troll, and even these chaos-tainted beings are rare. They tend to be mutated even more than usual by the powerful forces here. A typical cave troll family is given below. Cave trolls hunt only at night, and are Demoralized in daylight.

ADULT FEMALE CAVE TROLL, matriarch

STR 28	Move 3	r leg	3/8
CON 15	HP 22	l leg	3/8
SIZ 29	Fatigue 41-17=24	abdom	7/8
INT 9	MP 11	chest	7/9
POW 11		r arm	3/6
DEX 11		l arm	3/6
APP 5		head	7/8



Weapon	sr	atk/parr	damage	pts
Club	4	86/82	2d8+2d6	16
Claw	7	58/—	1d6+2d6	—
Thrown Rock	3	89/—	1d4+2d3	—

Special Ability: this cave troll, and his whole family, have gained the special barguest ability: When they are struck and take damage, their attacker also takes damage — 1d8 to his general hit pts, ignoring all armor & defensive magic. Like all cave trolls, they can regenerate from damage at the rate of 1 pt per location per round.

These trolls wear untanned animal skins over their vital areas. Periodically, the hides rot and they must get new ones, but this does give them extra armor over the only parts of their bodies they are worried about (damage to the limbs is unlikely to kill them before they can regenerate)

ADULT MALE CAVE TROLL, patriarch

STR 23	Move 3	r leg	3/7
CON 17	HP 20	l leg	3/7
SIZ 23	Fatigue 40-13=27	abdom	7/7
INT 6	MP 10	chest	7/8
POW 10		r arm	3/5
DEX 7		l arm	3/5
APP 6		head	7/7

Weapon	sr	atk/parr	damage	pts
Club	5	75/50	2d8+2d6	16
Claw	8	81/—	1d6+2d6	—
Thrown Rock	4	52/—	1d4+2d3	—

Special Ability: see above under the matriarch description.

ADULT MALE CAVE TROLL, brother of patriarch

STR 20	Move 3	r leg	3/7
CON 14	HP 20	l leg	3/7
SIZ 25	Fatigue 34-13=21	abdom	7/7
INT 7	MP 6	chest	7/8
POW 6		r arm	3/5
DEX 8		l arm	3/5
APP 4		head	7/7

Weapon	sr	atk/parr	damage	pts
Club	6	98/88	2d8+2d6	16
Claw	9	55/—	1d6+2d6	—
Thrown Rock	4	41/—	1d4+2d3	—

Special Ability: see above under the matriarch description.

IMMATURE MALE CAVE TROLL, first in litter

STR 12	Move 3	r leg	3/5
CON 14	HP 15	l leg	3/5
SIZ 16	Fatigue 28-6=20	abdom	7/5
INT 6	MP 10	chest	7/6
POW 5		r arm	3/4
DEX 11		l arm	3/4
APP 2		head	7/5

Weapon	sr	atk/parr	damage	pts
Club	6	52/28	1d8+1d4	10
Claw	9	51/—	1d6+1d4	—
Thrown Rock	3	41/—	1d4+1d2	—

Special Ability: see above under the matriarch description.

IMMATURE MALE CAVE TROLL, second in litter

STR 8	Move 3	r leg	3/5
CON 11	HP 15	l leg	3/5
SIZ 18	Fatigue 19-6 = 13	abdom	7/5
INT 10	MP 10	chest	7/6
POW 9		r arm	3/4
DEX 10		l arm	3/4
APP 5		head	7/5

Weapon	sr	atk/parr	damage	pts
Club	6	57/50	1d8+1d4	10
Claw	9	50/—	1d6+1d4	—
Thrown Rock	3	40/—	1d4+1d2	—

Special Ability: see above under the matriarch description.

Vampire

Vampires are most commonly encountered near the borders of Dorastor. At night, they fly out and away from Dorastor, seeking prey. They may be accompanied by zombies, skeletons, or ghouls. Vampires in Dorastor are often associated with the Tower of Lead, though they are also suspected of taking refuge in abandoned mostali ruins beneath the Rockwood chain. Many vampires worship the chaos god Vivamort, and so may be more magically powerful than these examples.

VAMPIRE ONE (former scorpion man)

pts			melee	missile
STR 42	Move 5	rh leg	01	01
CON 32	HP 25	rc leg	02	02
SIZ 18	Fatigue 74	rf leg	03-04	03
INT 8	MP 18	lh leg	05	04
DEX 17		lc leg	06	05
APP 13		lf leg	07-08	06
		tail	09-10	07
		thorax	11-12	08-10
		chest	13-14	11-16
		r arm	15-16	16-17
		l arm	17-18	18-19
		head	19-20	20

Weapon	sr	atk	damage
Touch	6	82	1d4+3d6+MP drain
Sting	6	94	1d6+3d6+MP drain + POT 16 venom
Bite	6	71	3d6+fatigue drain

Divine Magic (102%): Carapace 2, Sprout Legs, Worship Bagog

Notes: This particular vampire was once a shaman in his tribe. All that is ended now that he is a vampire, since he had to destroy his fetch to achieve this status.

VAMPIRE TWO (former broo)

STR 32	Move 6	r leg	0/9
CON 34	HP 26	l leg	0/9
		abdom	0/9
INT 10	MP 19	chest	0/11
DEX 12		r arm	0/7
APP 6		l arm	0/7
		head	3/9

Weapon	sr	atk	damage
Touch	7	80	1d4+2d6 + MP drain
Head Butt	7	88	1d6+2d6+MP drain
Bite	7	73	1d4+2d3 + fatigue drain

Notes: this broo is an insensate brute. The other vampires try to keep him under control when combat is not called for. Ferocious as he is, he may not last long. Only his vampiric abilities have saved him so far

VAMPIRE THREE (former human)

STR 28	Move 5	r leg	0/7
CON 26	HP 19	l leg	0/7
SIZ 13	Fatigue 54	abdom	0/7
INT 14	MP 22	chest	0/8
DEX 11		r arm	0/5
APP 16		l arm	0/5
		head	0/7

Weapon	sr	atk	damage
Touch	8	76	1d4+2d6 + MP drain
Greatsword	6	97	2d8+2d6



Bite 8 55 1d4+2d3 + fatigue drain
Notes: this vampire's job is to kill anyone resisting the vampire group's attacks too strongly. To help him, he wields a mean greatsword. If he turns into mist, he must drop the sword, of course. He cannot use his touch attack at the same time as the greatsword.

Walktapi

In common with everything else in Dorastor, the walktapi here are extraordinarily corrupted and warped by chaos. Raizakark's policy is to destroy any walktapi he does not in some way control, so his troops are ordered to hunt and slay all such beasts they encounter. As a result, only the shrewdest and most fearsome walktapi are likely to be encountered by travelers.

THE SCORPION WALKTAPUS: This walktapus is quite well-known and feared in Dorastor. Instead of tentacles, it has scorpion-like tails with stingers. It still has the ability to emit poison gas and regenerate. However, the stingers cannot seize a prey or constrict him. Note the extra armor the stingers have from their jointed chitinous exteriors.

			melee	missile	pts.
STR 27	Move 3	r leg	01-02	01	4/7
CON 16	HP 21	l leg	03-04	02	4/7
SIZ 25	Fatigue 43	abdom	05	03-04	4/7
INT 2	MP 14	chest	06	05-07	4/9
POW 14		r arm	07-08	08	4/6
DEX 16		l arm	09-10	09	4/6
		stinger 1	11	10	8/6
		stinger 2	12	11	8/6
		stinger 3	13	12	8/6
		stinger 4	14	13	8/6
		stinger 5	15	14	8/6
		stinger 6	16	15	8/6
		stinger 7	17	16	8/6
		stinger 8	18	17	8/6
		head	19-20	18-20	4/9

weapon	ar	atk%	damage
sting	4	82	1d6+2d6+poison
gas cloud	1	auto	Poison POT 16

Notes: the sting injects poison POT 16. The walktapus attacks with all eight stingers simultaneously. Each stinger must attack a separate target.

THE INTELLIGENT WALKTAPUS: this walktapus is highly intelligent. It carries five arbalests (one for each pair of tentacles, plus one for its two arms) and attacks from ambush. Its normal technique is to find a good hiding place, then carefully camouflage itself. When prey walks by, it opens fire. It is so strong that it can reload the arbalests in only 2 rounds instead of 5, so it keeps fighting with these weapons until it is engaged in melee by at least three opponents. It also has cobbled together some armor salvaged from victims.

			melee	missile	pts.
STR 30	Move 3	r leg	01-02	01	10/7
CON 18	HP 23	l leg	03-04	02	10/7
SIZ 28	Fatigue 48	abdom	05	03-04	12/7
INT 11	-30 = 18	chest	06	05-07	12/9
POW 16		r arm	07-08	08	12/6
DEX 11	MP 16	l arm	09-10	09	12/6
		tent 1	11	10	4/6
		tent 2	12	11	4/6
		tent 3	13	12	4/6
		tent 4	14	13	4/6
		tent 5	15	14	4/6
		tent 6	16	15	4/6
		tent 7	17	16	4/6
		tent 8	18	17	4/6
		head	19-20	18-20	4/9

weapon	ar	atk%	damage
tentacle	6	55	3d6
constrict	1	auto	3d6
gas cloud	1	auto	Poison POT 18
arbalest	3	91	3d6+1

Note: attacks with all five arbalests at once, every 2 rounds.

Wraith

Many of these spirits are ghosts of trolls, broos, and humans slain during the Gbay Wars.

WRAITH ONE:	CON 53	INT 12	MP 19	attacks vs. STR
WRAITH TWO:	CON 47	INT 12	MP 17	attacks vs. CON
WRAITH THREE:	CON 41	INT 14	MP 18	attacks vs. INT
WRAITH FOUR:	CON 35	INT 10	MP 18	attacks vs. STR
WRAITH FIVE:	CON 29	INT 14	MP 15	attacks vs. CON
WRAITH SIX:	CON 23	INT 13	MP 22	attacks vs. INT

Zombie

Zombies are common in certain parts of Dorastor, and are probably associated with the notorious zombie city of Neverdead in the southern Heilwoods. Dorastor zombies do not appear sentient, but apparently respond instinctively in ways reminiscent of their former lives. If attacked they respond in kind, though they are not normally aggressive. Some zombies, however, may be remains of raiders, criminals, or soldiers. In death, these zombies appear to instinctively continue patrolling and attacking intruders.

The statistics given below are for a typical group of aggressive zombies encountered anywhere in Dorastor. All are mounted. Note that this group is actually a mixture of various undead horrors, with zombies predominating.



Intelligent Walktapus

**ONE: ZOMBIE LEADER** (iron plate armor)

STR 28		r leg	10/7	
CON 23	Move 2	l leg	10/7	
SIZ 18	HP 20	abdom	10/7	
INT 7		chest	10/8	
DEX 8	MP 16	r arm	10/5	
APP 2		l arm	10/5	
		head	10/7	
weapon	sr	Attk/Parr	damage	pts
RH Bastard swd	7	40 / 20	1d10+1+2d6	12
LH Bastard swd	10	40 / 20	1d10+1+2d6	12
Lance	4	40/—	1d10+1+4d6	10

Notes: this zombie wears iron plate. The iron has been affected by the same curse that afflicted Neverdead and is, in effect "zombie" iron. It looks extremely old and rusty, and will flake apart if taken off of the zombie leader's body. It also has fewer armor points than usual.

Zombified warhorse

	rh leg	6/8		
Move 9	lh leg	6/8		
HP 31	hind q	6/13		
MP 15	fore q	6/13		
	rl leg	6/8		
	lf leg	6/8		
	head	6/11		
weapon	sr	attk	damage	pts
Kick	7	45	1d6+4d6	
Bite	7	45	1d10	
Rear & Pt.	7	45	2d6+4d6	
Trample	7	75	8d6	

TWO: SKELETON WARRIOR (ringmail)

STR 13		r leg	5/1	
SIZ 12	Move 3	l leg	5/1	
DEX 12	MP 18	abdom	5/1	
		chest	5/1	
		r arm	5/1	
		l arm	5/1	
		head	5/1	
weapon	sr	Attk/Parr	damage	pts
RH Mace	7	60 / 60	1d10+1d4	12
LH Mace	10	60 / 60	1d10+1d4	12
Lance	4	60/—	1d10+1+4d6	10

Skeleton warhorse

	rh leg	4/3		
Move 10	lh leg	4/3		
MP 11	hind q	4/3		
	fore q	4/3		
	rl leg	4/3		
	lf leg	4/3		
	head	4/3		
<hr/>				
<i>weapon</i>	<i>sr</i>	<i>attk</i>	<i>damage</i>	
Kick	6	75	1d6+3d6	
Bite	6	75	1d10	
Rear & Pl.	6	75	2d6+3d6	
Trample	6	75	6d6	

THREE: SKELETON WARRIOR (chainmail)

STR 18		r leg	7/1	
SIZ 15	Move 3	l leg	7/1	
DEX 16	MP 18	abdom	7/1	
		chest	7/1	
		r arm	7/1	
		l arm	7/1	
		head	7/1	

weapon	sr	Attk/Parr	damage	pts
Spear	7	80 / 80	1d10+1+1d6	10
Lance	3	80/—	1d10+1+4d6	10

Zombified warhorse

	rh leg	4/8		
Move 9	lh leg	4/8		
HP 30	hind q	4/12		
MP 18	fore q	4/12		
	rl leg	4/8		
	lf leg	4/8		
	head	4/10		
weapon	sr	attk	damage	
Kick	7	50	1d6+4d6	
Bite	7	50	1d10	
Rear & Pl.	7	50	2d6+4d6	
Trample	7	75	8d6	

FOUR: ZOMBIE WARRIOR (iron lamellar armor)

STR 23		r leg	8/6	
CON 20	Move 2	l leg	8/6	
SIZ 18	HP 18	abdom	8/6	
INT 8		chest	8/8	
DEX 12	MP 16	r arm	8/5	
APP 5		l arm	8/5	
		head	8/6	
weapon	sr	Attk/Parr	damage	pts
RH Axe	5	60 / 30	1d8+2+1d6	8
LH Axe	8	60 / 30	1d8+2+1d6	8
Lance	3	60/—	1d10+1+4d6	10

Notes: this zombie wears iron lamellar armor. The iron has been affected by the same curse that afflicted Neverdead and is, in effect "zombie" iron. It looks extremely old and rusty, and will flake apart if taken off of the zombie leader's body. It also has fewer armor points than usual.

Mummified warhorse

	rh leg	4/9	
Move 9	lh leg	4/9	
HP 34	hind q	4/14	
	fore q	4/14	
	rl leg	4/9	
	lf leg	4/9	
	head	4/12	
weapon	sr	attk	damage
Kick	7	95	1d6+5d6
Bite	7	75	1d10
Rear & Pl.	7	50	2d6+5d6
Trample	7	75	8d6

FIVE: ZOMBIE WARRIOR (ringmail)

STR 23		r leg	5/7	
CON 27	Move 2	l leg	5/7	
SIZ 12	HP 20	abdom	5/7	
INT 9		chest	5/8	
DEX 10	MP 16	r arm	5/5	
APP 4		l arm	5/5	
		head	5/7	
weapon	sr	Attk/Parr	damage	pts
R Rapier	7	50 / 50	1d6+1+1d6	8
L Rapier	10	50 / 50	1d6+1+1d6	8
Lance	3	50/—	1d10+1+4d6	10

Ghoul warhorse

	rh leg	4/8	
Move 10	lh leg	4/8	
HP 29	hind q	4/12	
MP 15	fore q	4/12	
	rl leg	4/8	
	lf leg	4/8	
	head	4/10	



weapon	sr	atk	damage
Kick	6	35	1d6+4d6
Bite	6	35	1d10
Rear & Pl.	6	35	2d6+4d6
Trample	6	75	8d6
Howl	6	Auto	Demoralize

Notes: The zombie horse's bite injects ghoul-type venom (POT 15). It also howls as per ghoul.

SIX: GHOST; this is the ghost of a chaotic shaman, and still retains its fetch. It casts its spells to assist the zombies and skeletons in the group.

INT 15 POW 20 MP 20 + 33 fetch = 53 total

Spirit Magic (100%): Bladesharp 5, Extinguish 2, Heal 3, Lightwall (4), Speedart, (known by fetch) Befuddle (2), Bludgeon 5, Darkwall (2), Dispel Magic 2, Disrupt, Repair 2

Spirits: Fetch (INT 14, POW 33), holds a wraith (attacks POW, CON 33, MP 19)

Other Chaos

On this result, select some interesting creature of your own invention. See p. 37 for ideas.

Special Encounters Section

Guide to Special Encounters

The Special Encounters are most often found in the following locales, but may be found elsewhere at your discretion.

Preferred Sites for Special Encounters

Ash Flat: The Ashman, Slimestone

Demon Plateau: Cacodemon

Dokat: Dokat

Dorasta Shrine: Madman Lyo

Foulvale: Fiend, Thing

Ghostdirt: Babool, Mad Sultan, Skanth & Skath

Hellwoods: Howler, Hungry Eater, Platewalker, Yeachi

Raizakark: Trade Road, Poison Woods, Hellwoods, Rotground, Foulvale

Rotground: Chaos Gaggle

Spider Woods: Adult Headshrink, Mistress the Last

Adult Headshrink (broo)

Adult Headshrink is a broo so disgusting that the Thanatar temple expelled him. Since the Thanatar cult is so obnoxious that even other chaos beings shun it, this means that Adult must be despicable indeed.

Adult's normal style of social interaction is the ambush. He tries to incapacitate priests, lords, sorcerers, and shamans in a party, but slays anyone else out of hand. The only way to have an intelligent conversation with Adult is if the party somehow gets the jump on him, so that he must negotiate rather than fight.

Adult is not daunted by being outnumbered. He operates alone, and is used to being outnumbered in every combat. He has a gas from Thanatar requiring him to eat nothing but sentient beings, so he is always on the go.

Adult has the special ability to shrink his heads and conceal them on his person, so they cannot be attacked on the HLT. His allied spirit is disembodied, and Adult often has the spirit engage foes in spirit combat to reduce their MPs.

He wears a plate helm, plate chest, chain skirts & ring limbs. The helmet (only) is iron. His shortswords are made of iron as well. His Protection 4 and Shield 8 spells increase his protection by 20 pts (included in the following stats)

STR 14	Move 4	r leg	38/8
CON 27	HP 22	l leg	36/8
SIZ 16	FP 31-20=11	abdom	38/8
INT 18	MP 18	chest	39/9
POW 18	+ 29 sp.	r arm	36/6
DEX 21	= 47	l arm	36/6
APP 15	Dodge 184	head	46/8

weapon	sr	Attk	damage	pts
R shortsword	4	188	1d6+1+1d4	15
L shortsword	7	188	1d6+1+1d4	15
Garrote	5	213	1d4	—
Greatsword	3	188	2d8+1d4	12
Head Butt	5	188	1d6+1d4	—

Spirit Magic (92%): Bladesharp 4, Demoralize (2), Dispel Magic 2, Dullblade 4, Slow 4; (known by allied spirit) Detection Blank 3, Heal 6, Protection 4

Divine Magic (102%): Consume Mind, Create Head, Extension 3, Shield 8, Warding 6

Skills: Climb 85, Devise 95, Hide 105, Jump 90, Listen 110, Orate 105, Search 105, Shrink Head 75, Sneak 105, Track 95, Trap Set 105

Languages (Speak/Write): Dorastan Broo 120/—, Darktongue 125/90

Good Chaos Features: regenerate 1 pt/round; CON +10; appears to be a feature of the landscape except when casting a spell, moving, or attacking; 10 pt skin, breathes 3d10 fire 1d6 times per day w/3m range; weapons do no damage unless the location is reduced to 0 or less in one hit (when regeneration locks in).

Bad Chaos Features: cannot parry

Gifts: garrote +10%, +10% Listen, +10% Knowledge bonus

Geases: favored of Thanatar, can eat only sentient creatures, may use no minted coins

Heads: shrunken, so they can't be hit in combat. Asterisked spells are reusable by Adult.

Broo Sorcerer POW 22

Sorcery: Damage Resistance 46, Diminish SIZ 78, Enhance STR 33, Tap POW 67

Skills: Intensity 57, Duration 54, Range 70, Multispell 81

Sword of Humalt POW 18

Spirit Magic: Bladesharp 4, Disrupt, Heal 6, Parry 4, Protection 4

Divine Magic: Detect Truth, Divination 5, Extension 3 *, Sever Spirit *, Shield 8 *

Skills: First Aid 65, Swordspeech 55, Greatsword 90/90, Shortsword 90/90, Search 90

Seven Mothers Priest POW 18

Spirit Magic: Heal 6, Invisibility (3), Mobility, Shimmer 4, Slow 1

Divine Magic: Command Lune, Discorporation, Madness *, Mindblast 2 *, Summon Lune

Skills: New Peloran 50

Zorak Zoran Death Lord POW 18

Spirit Magic: Bludgeon 4, Darkwall (2), Disrupt, Heal 6

Divine Magic: Command Salamander 3 *, Command Shade 3 *, Summon Salamander *, Summon Shade *

Notes: has 4m salamander and 5m shade in binding enchantments.

Zorak Zoran Death Lord POW 18

Spirit Magic: Bludgeon 5, Darkwall (2), Disrupt, Heal 6

Divine Magic: Absorption 4, Crush 4 *, Seal Wound 2 *

Spirit: allied spirit (discorporate) INT 13, POW 29

The Ashman

The ashman is humanoid in shape, though his skin is as cracked and rutted as a dried-out mud flat. He is always surrounded by a dense cloud of floating ash. He is blind, with only empty craters where his eyes once were. He has a highly-developed Earthsense, and can feel vibrations, movement, and the



presence of other people through the earth at a range of up to 1 km. Thus, he can function as normal within this distance. He does not eat or breathe, and he is immune to disease and most poison (only mineral poisons can affect him).

The ashman is not very intelligent. Despite this, his motivations are complex, and his actions are unpredictable. He is best roleplayed as extremely curious, naive, and initially friendly, speaking crudely but understandably. At any moment, he may lash into violence. If he kills anyone, he immediately stops fighting, and starts to explore the corpse, pulling it into little pieces and going through any belongings. If he is attacked while so doing, he'll re-enter combat to defend himself.

Anyone within 10m of the ashman takes 8 pts of damage to their chest each melee round from inhaling alkali ash unless they can hold their breath (use the drowning rules). If the ashman spends 1 POW he can extend the cloud to 100m radius. Within the ash flats, the cloud is always at 100m. During the Humakt Winds, the ash cloud is 100m anywhere southeast of the ash flat.

Orlanthi or other storm cultists can use wind-style magic or sylphs to push away the ash cloud. For each 10 pts of wind (or sylph) strength, the large ash cloud is decreased in radius by 10m, to a minimum of 10m radius. Thus, in a STR 50 wind, the 100m cloud is reduced to 50m. If the ashman's cloud starts at 10m radius, each 10 STR wind or sylph decreases it by 1m, to a minimum of 1m.

STR 21	Move 3	r leg	11/7
CON 21	HP 21	l leg	11/7
SIZ 21	FP 42	abdom	11/7
INT 7	MP 64	chest	11/9
POW 32		r arm	11/6
DEX 21		l arm	11/6
APP 8		head	11/7

weapon	sr	Attk	damage
R Hand	4	175	1d6+2d6
L Hand	4	255	1d6+2d6
Ash Cloud	1	Auto.	8 pts to chest

Skills: Climb 155, Devise 85, Jump 185, Evaluate 85, Hide 85, Listen 250, Earthsense/Scan 95, Earthsense/Search 185, Sneak 105, Track 195
Languages (speak only): Aldryami 25, Dorastan Broo 20, Dorastan 27, Trade 22

Physical Defenses: missile fire has little effect on the ashman. The ash cloud acts as 4 pts of armor for every meter the missile must penetrate before reaching the ashman.

The ash cloud tends to get into one's eyes. Anyone in melee that lacks Darksense or Earthsense must subtract 75 from all combat skills.

Magical Defenses: When the ashman is within the ash flats, or during the Humakt Winds, all magic thrown at the ashman is absorbed, as if he carried an infinite-strength Absorption spell. This includes beneficial spells, such as Healing or Protection.

Any gnome that touches the ashman is instantly absorbed (before it can do any damage), adding its MPs to the ashman's, and increasing the ashman's POW by 1.

The ashman can help himself by voluntarily decreasing his ash cloud's radius to 1m. This lessened radius persists for 1 day. This heals all damage, purges all poison, expels any possessing spirits (overt or covert), and cancels all spells currently in effect. It also increases the ashman's MPs to twice his POW. He can do this repeatedly. This healing is an instinctive act, and the ashman's body can perform it even when he is unconscious or possessed. Essentially, it happens at the gamemaster's option, at the time best for the ashman.

Babool (illuminated shaman)

This ape-like being is of unknown origin. Babool summons the ghosts of ancient Dorastor citizens, and causes the ghosts to possess the bodies of grayskins. The grateful ghosts gladly serve Babool in return for a body to inhabit. They do not fear combat or death, since they can rely on Babool to

give them new bodies. He is always accompanied by a band of 3d6 possessed grayskins.

The ghosts were once human, and thus prefer human bodies. Grayskins are the best they can do in Dorastor. Any adventuring party of humans attracts their attention, and Babool tries to capture humans alive to use for his ghosts. He is very interested in purchasing or otherwise obtaining slaves, a possible commercial opportunity for PCs.

He has a permanent Shield 4 from his chaos crystal (included in the following stats).

		location	melee	missile	pts
STR 12	Move 5	r leg	01-03	01-02	9/3
CON 17	HP 12	l leg	04-06	03-04	9/3
SIZ 6	FP 31-2=29	abdom	07-09	05-07	9/4
INT 15	MP 46	chest	10	08-13	9/5
POW 48	+190 fetch	r arm	11-14	14-16	9/4
DEX 20	+189 spirits	l arm	15-18	17-19	9/4
APP 21	+65 crystals	head	19-20	20	9/4
Dodge 80	= 470 total				

weapon	parry	damage	pts
R buckler	100	—	18
L buckler	100	—	18
Disrupt Wand	-	1d10	—
Madness Crystal	-	special	—

Spirit Magic (274%): (all known by Babool, his fetch, or an intellect spirit): Befuddle (2), Bind Ghost, Bind Intellect Spirit, Bind Power Spirit, Bind Wrath, Coordination 2, Countermagic 12, Darkwall (2), Demoralize (2), Detect Binding Enchantment, Detect Enemies, Detect Life, Detect Magic, Detect Undead, Dispel Magic 12, Disrupt, Dullblade 4, Extinguish 2, Farssee, Glue 11, Heal 8, Invisibility (3), Light, Lightwall (4), Mobility 1, Protection 4, Repair 2, Shimmer 4, Slow 1, Strength 2, Vigor 4

Skills: Climb 100, Conceal 100, Devise 100, Dodge 80, Hide 100, Jump 100, Listen 100, Orate 100, Search 100, Sleight 100, Sneak 100, Track 100

Languages (speak only): Dorastan Broo 25, New Pelorian 54, Tradetalk 57

Spirits: Fetch (INT 12, POW 180; normally 178 pts are used to hold Babool's spirits)

seven intellect spirits in fetch (all with POW tapped to 1);

INT 9	INT 12	INT 17	INT 5	INT 16	INT 17	INT 12
TOTAL INT available: 88						

seven power spirits in fetch;

POW 23	POW 21	POW 17	POW 29	POW 19	POW 39	POW 21
TOTAL MPs available: 169						

five attack wraiths held in magic necklace (see below);

wraith one: INT 8, MP 36, attacks vs. INT
 wraith two: INT 9, MP 29, attacks vs. CON
 wraith three: INT 12, MP 25, attacks vs. STR
 wraith four: INT 6, MP 33, attacks vs. POW
 wraith five: INT 7, POW 35, attacks vs. INT

Magic Crystals: seven MP-storage crystals (MP 12, 13, 14, 8, 7, 5, & 6).

Chaos crystal (POW 4) in wand which casts a special Disrupt doing 1d10 damage — requires 4 MPs each time it is used, and must be attuned to user.

Chaos crystal (currently POW 24) which gives the user permanent Shield 1 for every full 5 POW it has. It can cast Madness for 1 POW (from crystal). If the crystal's POW rises, it tries to overcome the POW of the owner. If it succeeds, it breaks the attunement. (The crystal is actually attuned to Babool's fetch, but the Shield affects Babool's body, since it is also the fetch's body.)

Five wraith bindings (5 separate teeth in tooth necklace); wraiths described above.

Good Chaos Feature: upon death, Babool and his fetch become one whacking big wraith (CON 236, INT 27, MP 236 — attacks whatever stat the GM deems appropriate from the circumstances of Babool's death). This special gift from the Bad Man was revealed to Babool in a vision, and he has let everyone know about it, so no one dares kill him. If the PCs ever talk to any



chaos beings who have heard of Babool, they are likely to pass this information on to keep the PCs from killing Babool. No one wants a wrath that big and fast roaming Dorastor seeking revenge — still accompanied by his grayskin allies.

Bad Chaos Feature: may not attack physically.

Babool's Grayskins (each wears scale armor & carries a whip)

Weapon	SF	Attk	Damage
Whip	3	85	1d4+entangle
Natural Weapon	8	75	varies

Move 3

Note: the grayskins attack with whip first, followed by natural weapon(s) in the same round. Their MPs may seem high, but remember, they are possessed. Their chaos features are listed separately, for the game-master's convenience

GRAYSKIN 1

r leg	6/4
l leg	6/4
abdom	6/4
chest	6/5
r arm	6/3
l arm	6/3
head	6/4
HP 11	
MP 13	
Claw 1d6	

Chaos Features

Grayskin 1: explodes on death, doing 3d6 damage

Grayskin 2: speed 12

Grayskin 3: turtle-like shell (see stats)

GRAYSKIN 2

r leg	6/5
l leg	6/5
abdom	6/5
chest	6/6
r arm	6/4
l arm	6/4
wing	6/4
head	6/5
HP 14	
MP 18	
Claw 1d6	

GRAYSKIN 3

r leg	6/5
l leg	6/5
shell	14/9
r arm	6/4
l arm	6/4
head	6/5
HP 13	
MP 17	
Claw 1d6+1d4	

GRAYSKIN 4

r leg	6/5
l leg	6/5
abdom	6/5
chest	6/6
r arm	6/2
c arm	6/2
l arm	6/2
head	6/5
HP 15	
MP 21	
Fist x2,	
2d4 each	

Chaos Features

Grayskin 4: three arms (see stats) One arm holds whip, the other two punch.

Grayskin 5: 3-point skin

Grayskin 6: absorbs all 1-pt spells cast at it

GRAYSKIN 5

r leg	6/4
l leg	6/4
abdom	6/4
chest	6/5
r arm	6/3
l arm	6/3
head	6/4
HP 12	
MP 21	
Bite 1d8	

GRAYSKIN 6

r leg	6/4
l leg	6/4
abdom	6/4
chest	6/5
r arm	6/3
l arm	6/7
head	6/4
HP 10	
MP 15	
Claw 1d8	

GRAYSKIN 7

r leg	6/5
c leg	6/5
l leg	6/5
abdom	6/6
chest	6/6
r arm	6/4
l arm	6/4
head	6/5
HP 13	
MP 15	
Kick 1d6+1d4	

GRAYSKIN 8

r leg	6/3
l leg	6/3
abdom	6/3
chest	6/4
arm	6/2
head	6/3
HP 9	
MP 20	
Claw 2d6	

GRAYSKIN 9

r leg	6/11
l leg	6/11
abdom	6/11
chest	6/14
r arm	6/9
l arm	6/9
head	6/17
HP 33	
MP 18	
Bite 1d10+1d6	

Chaos Features

Grayskin 7: three legs (see stats). Move 6

Grayskin 8: only one arm (carries no whip)

Grayskin 9: +30 to Constitution

GRAYSKIN 10

r leg	6/5
l leg	6/5
abdom	6/5
chest	6/4
r arm	6/4
l arm	6/4
r head	6/5
l head	6/5
HP 14	
MP 22	
Bite x2,	
1d8 each	

Chaos Features

Grayskin 10: two heads (see stats)

Grayskin 11: three arms (see stats). One holds whip, the other two attack with claws

Grayskin 12: tail with poison sting (see stats)

GRAYSKIN 11

r leg	6/4
l leg	6/4
abdom	6/4
chest	6/4
r arm	6/4
l arm	6/4
lu arm	6/4
head	6/4
HP 11	
MP 21	
Claw x2,	
1d8 each	

GRAYSKIN 12

r leg	6/1
l leg	6/1
tail	6/2
abdom	6/3
chest	6/4
r arm	6/5
l arm	6/5
head	6/6
HP 10	
MP 16	
Sting 1d8 +	
poison POT 10	

GRAYSKIN 13

r leg	6/5
l leg	6/4
abdom	6/5
chest	6/6
r arm	6/4
l arm	6/3
head	6/5
HP 13	
MP 17	
Claw 1d6	

Chaos Features

Grayskin 13: can leap up to 6 meters horizontally or vertically

Grayskin 14: horns like a broo

Grayskin 15: very vulnerable to poison — never resists vs. any poison attack.

GRAYSKIN 14

r leg	6/4
l leg	6/5
abdom	6/5
chest	6/6
r arm	6/3
l arm	6/4
head	6/5
HP 13	
MP 21	
Head Butt 1d8	

GRAYSKIN 15

r leg	6/4
l leg	6/8
abdom	6/6
chest	6/5
r arm	6/5
l arm	6/3
head	6/4
HP 14	
MP 15	
Claw 1d6	

GRAYSKIN 16

r leg	6/2
l leg	6/2
abdom	6/2
chest	6/3
r arm	6/2
l arm	6/2
head	6/2
HP 6	
MP 19	
Bite 1d6 +	
poison POT 6	

Chaos Features

Grayskin 16: poison bite (see stats)

Grayskin 17: two tails, each with poison sting (see stats)

Grayskin 18: reflects 4-pt and weaker spells

GRAYSKIN 17

r leg	6/5
l leg	6/5
r tail	6/4
l tail	6/4
abdom	6/5
chest	6/6
r arm	6/4
l arm	6/4
head	6/5
HP 13	
MP 10	
Sting x2,	
1d6+1d4 each	
+ poison POT 13	

GRAYSKIN 18

r leg	6/6
l leg	6/6
abdom	6/6
chest	6/7
r arm	6/4
l arm	6/4
head	6/6
HP 18	
MP 16	
Claw 1d6+1d4	

Cacodemon

Cacodemon manifests on this plane but rarely, and with difficulty. Manifestation is easiest on Demon Plateau, and of variable duration, so he



may be encountered nearby. His motivations for manifestation are obscure, but he probably does it just for spite, to show his contempt for the restrictions that bind him to the Heroplane. When he appears, he usually summons a host of fiends to accompany him. He may keep the fiends near him, or send them on random missions to impress mortals with his whimsies of power and destruction.

He stands about 9m high, and is usually alone. He usually demands some sort of sacrifice in return for not attacking, but may just attack out of hand. His idea of a sacrifice is usually pretty unacceptable to the victims — every party member's left arm, for instance. Or he may insist that one man in the party donate his male member, then let the party members vote as to who is the lucky fellow. If the encountered party includes an initiate of Cacodemon, or ogres of any cult, the Cacodemon may demand some special service of that person right away, or he may possibly ask for a less disastrous sacrifice than the usual (everyone's left thumb, or only a single gonad rather than the whole organ)

STR 408	Move 18/18 flying	location	melee	missile	pts
CON 264	HP 163	r leg	01-02	01-02	60/55
SIZ 62	FP 672	l leg	03-04	03-04	60/55
INT 15	MP 247	tail	05-08	05	60/55
POW 247		abdom	07-09	06-08	60/55
DEX 17		chest	10	10-13	60/66
		r wing	11-12	14-15	60/41
		l wing	13-14	16-17	60/41
		r arm	15-16	18	60/41
		l arm	17-18	19	60/41
		head	19-20	20	60/55

Note: -40 from all foe's attacks

weapon	SR	att/per	damage	pts.
R Claw	5	360/210	10d6+70	30
L Claw	5	360/210	10d6+70	30
Bite	5	240/—	10d10+70	—

Kick	6	240/—	20d6+70	—
Tail	8	300/180	10d8+70	30
Wings	8	240/180	10d10+40	30
Fire Breath	2	100/—	3d10	—

The cacodemon can use all its attacks each combat round.

Claws: inject a special corrosive venom with a POT of 114. Immediately upon the claws penetrating armor, the victim must resist with his CON vs. the venom. If the resistance roll fails, he takes 114 extra points of damage to the injured area. If the resistance roll succeeds, he still takes 57 extra points of damage.

Bite: injects a venom with a potency of 100. It takes effect on the third round after the bite.

Wings: this is an area attack, hence cannot be parried. Alternately, the wings can create a wind with a strength of 3d6+6 each combat round.

Chaotic Features: -40 from all foes' attacks; reflects spells up to 10 MPs back at caster; hideous — roll POWx5 or less or be Demoralized; night thumb claw is silver (worth 5000 L); breathes 3d10 fire 3 times daily

Chaos Gaggle

If you do not possess Elder Secrets of Glorantha, skip this encounter or replace it with the monster of your choice.

When a Chaos Gaggle is encountered, roll the appropriate dice indicated below to determine how many of each type are met.

die roll	monster
1d6-1	Brindithum (up to a maximum of 4)
1d3-1	Urgan (up to a maximum of 1)
1d3-2	Zeech (a roll less than 0 is treated as 0)
1d4-1	Bestok
1d10	Red Gorp



Chaos Gaggle



Dokat

The ghost haunting the ruins of Dokat has no name but that of the place in which it dwells. It can travel elsewhere, but only for a reason — seeking colonists to rebuild, explore, or celebrate Dokat's ruins, for example.

The Dokat ghost is normally invisible, though present on the material plane. To talk with or attack mortals, it must cast the *Visibility* spell. Shamans and allied spirits can sense Dokat's presence, and this may badly frighten them.

When Dokat becomes visible, it takes the form of an enormous (30m tall) human constructed out of masonry. Windows and crenellations are visible on its body, though it has no inhabitants.

INT 26 POW 369

Chaos Features: Dokat can engage as many people as it wishes in simultaneous spirit combat. It must divide up its MPs (as equally as possible) among all his victims. It can cast any spirit spell in the game, at up to 26 pts for a variable spell.

Fiends

These usually appear as servants of Cacodemon during his manifestations on Demon Plateau, and often remain after he disappears. These embodied spirits cannot normally be killed, but their bodies can be destroyed driving the spirit away for a full week before it reforms again from some gorp or other chaotic mass. For this reason, the Demon Plateau may be occasionally plagued by packs of fiends.

Due to their highly chaotic nature, features vary widely. Even the same fiend might have different chaos features at different times, if it had been destroyed and forced to reform its body between summonings.

FIEND (app. 3 meters tall)

char	avg	
STR 10d6	35	Move 5/5 flying
CON 8d6	21	HP 28
SIZ 10d6	35	FP 56
INT 2d6+6	13	MP 40
POW 8d6+12	40	
DEX 4d6	14	

	melee	missile	armor/hit pts
r leg	01-02	01-02	10/10 (.33)
l leg	03-04	03-04	10/10 (.33)
tail	05-06	05	10/10 (.33)
abdom	07-09	06-09	10/10 (.33)
chest	10	10-13	10/12 (.40)
r wing	11-12	14-15	10/7 (.25)
l wing	13-14	16-17	10/7 (.25)
r arm	15-18	18	10/7 (.25)
l arm	17-18	19	10/7 (.25)
head	19-20	20	10/10 (.33)

weapon	SR	att/per	damage	pts
R Claw	6	120/70	1d8+3d6	10
L Claw	6	120/70	1d8+3d6	10
Bite	6	80/—	3d10	—
Kick	9	80/—	5d6	—
Tail	9	100/60	1d10+3d6	10
Wing	9	80/60	2d10	10

Note: A fiend can use all its attacks each round. The two Claw and the Bite attacks all go off on the fiend's initial SR, followed by the kick, tail, and wing three SRs later. A fiend whose initial SR is 9+ must choose between Claws & Bite, or Kick, Tail, and Wing each round.

Claws: inject a special corrosive venom with a POT of 20. Immediately upon the claws penetrating armor, the victim must resist with his CON vs. the venom. If the resistance roll fails, he takes 20 extra points of damage to the injured area. If the resistance roll succeeds, he still takes 10 extra points of damage.

Bite: the bite injects a venom with a potency of 20, which takes effect three rounds after the bite.

Wings: this is an area attack, hence cannot be parried.

Chaotic Features: 1d6+4 other chaotic features, randomly rolled.

Howler (unknown origin)

Howler is a good example of what most people think of as a typical Dorastor "monster". It is almost unclassifiable, has many chaos features, and attacks almost everything it sees. Worst of all, it usually teams up with broos or other intelligent chaos. In any encounter with Howler, roll 1d6 to see what creatures accompany it. A roll of 1 = broos, 2 = scorpion men, 3 = Hellwood elves, 4 = ogres, 5 = other (hydras, ghouls, vampires, glargs — anything will do), 6 = Howler is alone.

weapon	sr	att/per	damage
spit acid	1	145	2d10
spit fire	1	65	3d10
bestard swd	3	100/90	1d10+1+4d6
comp bow	1/5/9	100/50	1d8+1
javelin	1	100/50	1d10+4d3
tentacle	4	100	2d6+1d10 acid
shield	4	35/100	5d6



Howler



		location	melee	missile	pts.
STR 42	Move 6	rh leg	01-02	01	24/8
CON 21	HP 30	lh leg	03-04	02	24/8
SIZ 38	FP 63	hind q	05-06	03-06	24/12
INT sometimes		fore q	07	07-09	24/20
POW 10	MP 10	tentacle	08	10	24/5
DEX 29	Dodge 116	rl leg	09-10	11	24/8
APP 1		lf leg	11-12	12	24/8
		chest	13-14	13-17	24/20
		r arm	15-16	18	24/8
		l arm	17-18	19	24/8
		head	19-20	20	24/10

Skills: Conceal 100, Devise 100, Hide 100, Jump 100, Listen 100, Orate 100, Search 100, Scan 100, Sneak 100, Track 100

Chaos: He has a tentacle growing out of his forequarters and an extra face growing out of his chest. Either mouth can spit acid or fire 9 times daily. Severing Howler's head does not kill it, as the extra face takes over. Howler has a shimmering hurtful hide that subtracts 30% from all foe's chances to hit. Howler has permanent Countermagic 6 which cannot be dispelled. A hump on its back lowers its speed to 10. He is forced to emit agonizing screams while moving — however, these screams Demoralize all those who fail a CONx1 roll (must be made each round of combat). Berserk foes are not demoralized by the screams, nor are any beings who have succeeded at the CONx1 roll three times in a row (all the chaos friends of Howler will have done this long before entering any combat). Fanaticism increases the CON roll to CON x3.

Hungry Eater

Hungry Eater is an immense and immobile entity resembling most closely a huge, hollow pumpkin about 10m in diameter — or rather, a jack o'lantern, since one side of this being is carved into a menacing face. Beyond noting the physical resemblances, scholars can suggest no persuasive link between jack o'bears and Hungry Eater.

Hungry Eater has a modest intelligence, and may work with other beings in return for food and protection. It may live inside a fort or castle, drawing prey to its masters at their command. Hungry Eater's own abilities, formidable though they are, are not of themselves necessarily enough to keep it safe. But combined with mobile or magical allies, Hungry Eater's powers become fearsome indeed.

An encounter with Hungry Eater often occurs when adventurers traveling through Dorastor are suddenly struck by Eater's Draw Prey ability. Then they must wily-nilly move towards Hungry Eater, covering scores of miles, crossing difficult obstacles, and fighting off foes on the way. When they arrive, their reward is Hungry Eater and a tribe of enemy monsters.

STR n/a	Move 0
CON 500	HP 293
SIZ 86	MP 274
INT 9	
POW 274	
DEX 0	

Hungry Eater has one hit location (the body) with 30 armor points and 293 hit points.

weapon	sr	attack	damage
Draw Prey	1	Automatic	special
Inversion	1	Automatic	special
Swallow	10	Automatic	12 pts acid

Draw Prey: Hungry Eater has the mental ability to scan an area of a radius equal to its POW x100 in meters, seeing anyone that is outdoors (i.e., exposed to the open sky). By expending 1 MP, Eater fastens mentally upon the chosen individual(s) for a full day and forces them to move towards it. Eater can affect one individual per MP spent, but all must be in the same

general area (within 100m of one another). All must proceed towards Eater at a reasonable walking speed if possible. If blocked from Eater by water, mountains, or other natural obstacle, the affected folk must try to get to Eater as best they can, risking their lives if necessary. But they need not commit suicide — if a mile-wide river blocks progress, they do not have to try to swim it, though they attempt any desperate but reasonable method to cross.

Swallow: Once any target is within sight of Hungry Eater, he must move as swiftly as possible towards the entity. However, he still retains control over his body, and can fire missiles, direct offensive spells, and swing with melee weapons at Eater as he is pulled forward. Once the prey reaches Eater, he has 1 melee round of combat before he must jump into the creature's mouth, there to be dissolved by Eater's 12-pt acid interior.

The Mad Sultan (human)

The Mad Sultan is the leader of the Grayskins. He claims to be the king of Dorastor, and evidently believes that his kingdom is a thriving, prosperous, place. Obviously, he is completely mad, and deals with most situations in a completely random fashion. He wears full iron plate armor. His scimitar, sickle, and great axe are also iron or iron-bound.

When the Mad Sultan and his followers settled in Rotground, by luck they stumbled into a region of Dorastor too foul to suit any other creatures. The Grayfolk bred like rabbits and developed great running abilities to escape the predatory broos.

The Sultan himself is borne about in a ramshackle cabin perched upon the back of a short-necked brontosaurus. His bodyguards are always in the room, or perched upon platforms on the creature's sides. A mass of Grayskins parade back and forth, feeding the dinosaur. Armed people, always mean and powerful, stand guard around the critter, often with a couple of enslaved broos of some type straining their leashes to do good for their masters. The Sultan always attacks anyone that he thinks is harming his beloved Grayskins, and is often accompanied by mobs of these wretched creatures. (For sample Grayskin stats, see Babool above.)

Pooled Power: the Mad Sultan has a POW equal to twice the number of followers he had on the second Wildday of the last Holy Time. He receives MPs equal to twice the number of followers he has on the first day of each season, and these MPs are expended throughout the season. His followers can donate MPs at any time. A "follower" is defined as any Grayskin that has followed the Mad Sultan around for at least a day during the last season. The gamemaster can pick a number, or randomly determine the follower total by rolling 2d100.

Sometimes, for purposes of their own, the broos drive herds of Grayskins to the Mad Sultan, thus giving him immense POW & MPs.

STR 27	Move 3	r leg	12/7
CON 21	HP 21	l leg	12/7
SIZ 21	FP 48	abdom	12/7
INT 7	MP varies	chest	12/9
POW varies		r arm	12/6
DEX 20		l arm	12/6
APP 11	Dodge 180	head	12/7

weapon	sr	A/P	damage	pts
Scimitar	3	262/260	1d6+2+2d6	15
Sickle	4	255/260	1d6+2d6	8
Great Axe	2	235/245	2d6+2+2d6	15
Comp. Bow	1/5/9	195/50	1d8+1	7

Skills: Climb 155, Devise 85, Jump 185, Evaluate 95, Hide 95, Listen 250, Orate 165, Search 185, Sneak 105, Track 195

Languages: New Pelorian 100, Trade 95, Darktongue 90

Normal Magic Defenses: at all times, receives

2 pts Protection + 2 pts Countermagic per normal foe he faces

4 pts Protection + 4 pts Countermagic per rune foe he faces (including Rune Priest, Rune Lord, shaman, or adept sorcerer)



2 pts Spirit Screen per hostile spurt
May summon Lures of any size (needs element as per normal rules)
Frightens off all fixed-INT beings by laughing

Special Magic Defenses: must be specially activated

If at half damage or below: 6 pts Heal each round till fully healed
Per pt of damage taken during entire combat: 1 pt Bladesharp added to all his weapons
When defending followers: befuddles 2 foes/round
When defending followers: all followers receive 1 pt Protection & 1 pt Countermagic per foe
By spending 1 POW: Morale spell for all followers (see above)
Divine Intervention: as per Rune Lord. The "God" he calls upon is unknown — perhaps the Red Goddess?

Madman Lyo (human?)

The wild man protector of Dorasta Shrine (see pp. 34-35) is an initiate of Dorasta

STR 36	Move 3	r leg	14/10
CON 21	HP 29	l leg	14/10
SIZ 37	FP 57	abdom	14/10
INT ?	MP 19	chest	14/12
POW 19		r arm	14/8
DEX 16		l arm	14/8
APP 3		head	14/10

weapon	ar	atk/parry	damage
R Grab	3	95/—	1d4+1+2d6
L Grab	4	95/—	1d4+1+2d6
Tear Apart	1	Auto/—	5d6 *

Tear Apart Attack: Can only be used if both hands hit in the previous round. The 5d6 is done to a location between the hands, and ignores all armor

Magic: Always has Protection 12, Spirit Screen 12, and Countermagic 12 cast on him. If dispelled, they return the following round.

He receives Healing 2 in all injured locations each round until fully healed.

Upon death, he explodes for 5d6 damage to all hit locations to everyone within 10m. Afterwards he stands intact and healed, in the middle of where the explosion occurred. He can only do this once per year, so killing him twice in quick succession eliminates him.

Other Notes: Has 2 pt skin (Included above). Will not attack unless provoked. Eats all sorts of dead animals. Immune to disease and poison. Always knows when Dorasta Shrine is in trouble, and shows up just in time

Mistress the Last (Mistress Race Troll)

Priestess of Kyger Litor, Death Lord of Zorak Zoran, and initiate of many troll spirit cults. This Mistress troll travels unceasingly through Dorastor, trying her best to wipe out all the chaos she meets. Her great handicap is a chaos curse, delivered to her by a piece of Gbaji many years ago. This curse renders her physically incapable of eating anything with the slightest trace of chaos. She can put chaotic meat in her mouth and chew it up, but cannot swallow it. This has one advantage — she thus possesses a sure-fire, if rather exotic, technique of telling whether or not anyone is chaotic (she just bites off a hunk).

She has another geas, given her by Kyger Litor on a heroquest. She is never allowed to go to any land which is less chaotic than the one she now resides within. Thus, she can't leave Dorastor until its chaos level is brought down to that of the surrounding lands, or their chaos level rises to equal that in Dorastor. In return for this geas, she has the ability to renew her Divine spells anywhere, without any temple support. In the years since, she has regretted making this deal with Kyger Litor. While her ability to renew her spells has permitted her to survive in Dorastor, she wouldn't have to be here in the first place if it wasn't for the geas!

Because of this curse, her attitude towards non-chaotic groups is rather ambiguous. She welcomes their presence in Dorastor, and desires them all success in destroying chaos things. But on the other hand ... she must eat, and there are few non-chaos things available in Dorastor. When she cannot find parties of adventurers, she must feed by ambushing Lunar caravans and eating the mules and horses, or by invading the Poisonthorn woods to eat trees and elves (a dangerous pastime at best). If the adventurers have lots of food to share with her, she can prove a valuable ally, until the food runs out.

If you do not own the *Troll Cults* supplement, replace unfamiliar spells at your discretion.

STR 28	Move 3	r leg	9/8
CON 21	HP 23	l leg	9/8
SIZ 24	FP 49	abdom	9/8
INT 18	MP 24 + 280 fetch	chest	10/10
POW 24	+ 52 crystals +	r arm	9/6
DEX 21	165 spirits =	l arm	9/6
APP 21	521 total	head	8/8

weapon	ar	atk/parry	damage	pts
Magic Club	3	105/105	3d8+2d6	25
Target Shid	4	55/105	1d6+2d8	12
Auto X-bow	1	320/96	2d4+2	6

Spirit Magic (148%): Bludgeon 6, Darkwall (2), Det. Life, Dispel Magic 12, Heal 6, Mindspeech 1, Multimissile 6, Protection 9, Silence, Speedart, Spirit Screen 5

Divine Magic (114%): Attack Soul x4, Berserker x3, Blinding 5, Command Salamander x2, Command Shade x3, Counterchaos x3, Crush 8, Darksee x3, Drown 4, Extension 12, Fear x3, Healing Trance x2, Hide Wealth x2, Hurling 6, Seal Wound 2, Shield 8, Summon Salamander, Summon Shade

Skills: Conceal 105, Climb 105, Devise 105, Evaluate 150, Hide 105, Jump 105, Listen 140, Orate 230, Darksense/Scan 230, Darksense/Search 105, Sleight 105, Sneak 105, Swim 105, Track 115, Dodge 165

Languages (speak/read): Darktongue 90/90, Dorastic Broo 15/—, New Pelonan 25/—, Trade 50/—

Magic Items: seven MP storage (3, 4, 5, 6, 8, 11, 15) crystals; powered crystal (POW 18) which acts to automatically cast a Heal 6 on the owner whenever a hit location has taken 6+ damage. It has no limit to the number of Heal 6s it can cast. When first attuned, the crystal casts Sever Spirit vs. its attuner. If it overcomes its attempted attuner, the crystal gets a POW check. She also has a magic lead club, usable as a troll maul, which does +1d8 damage and has 25 APs.

Spirits: fetch: INT 12, POW 280

Wraiths: INT 6, MP 22, atk/STR
INT 9, MP 20, atk/STR
INT 8, MP 25, atk/CON
INT 12, MP 45, atk/CON
INT 2, MP 6, atk/INT
INT 12, MP 23, atk/INT

Shades: 6m, 5m, 5m, 3m

Salamanders: 5m, 2m, 1m, 5m

Lure: 5m

seven bound Power spirits

(POW 17, 18, 19, 22, 24, 31, 34) in a necklace

seven bound Intellect spirits

(INT 5, 6, 8, 10, 13, 14, 16) in an anklet

Platwalker (lycanthrope)

Illuminated Sword of Humakt. His weapons are all iron. He stands about 4 meters tall, but is careful to point out that he is not a giant, but an overgrown human. He tries to buddy up to any humans he meets, and evinces a distaste for non-humans, especially broos and other rift-raff. At one time he was a Bearwalker (human/bear shapechanger), and he may reminisce about the



old days with friendly humans. Sometimes he longs for those times, when he was smaller, had only a trace of chaos, and could visit human towns freely.

Platwalker is a lycanthrope who transforms into a bipedal stegosaurus(!). He can use his weapons in stegosaurus form, as well as his tail lash. He wears no armor, but gets lycanthropic-style protection against damage — of course, his skin armor in stegosaurus-form gives him a lot of protection against magic damage. For instance, Bladesharp 8 spells cannot hurt him at all, except with a critical hit.

If he is attacked, he'll try to insist upon full rites of Humakti duels (including no fights to the death). He won't transform into his were-form in such a duel, but does so at the start of any other type of fight. He gets the tail lash attack in stegosaurus form only.

He hates the Saurian Broos (see under Broos, in Encounters above), and has sworn to exterminate them. When asked about his relationship to these broos, he refuses to discuss it.

In the following stats, the score for Platwalker's stegosaurus form is always after the slash.

STR 30/60 Move 4
CON 16/24 HP 30
SIZ 35 FP 56/84-17
INT 15/1 = 39/67
POW 18 MP 18 + 30 spirits
DEX 21/11 + 59 crystals
APP 17 = 136
Dodge 84

human		'saur	melee	missile	pts
r leg	2/8	tail	01-02	01-02	8/10
l leg	2/8	r leg	03-05	03-04	8/10
abdom	2/9	l leg	06-08	05-06	8/10
chest	2/11	hind q	09-11	07-11	8/12
r arm	2/7	fore q	12-14	12-15	8/12
l arm	2/7	r arm	15-16	16-17	8/8
head	2/8	l arm	17-18	18-19	8/8
		head	19-20	20	8/8



Platwalker: A Stegosaurus Lycanthrope

weapon	sr	att/par	damage	pts
Greatsword	2/4	325/315	2d8+3d6/5d6	18
Bastard sword	3/5	185/175	1d10+1+3d6/5d6	18
Arbalest	1/3	185/40	3d6+18	8
Kite Shield	4/7	50/335	1d8+3d6/5d6	24
Tail Lash	—/7	150/—	2d10+5d6; can impale	—

Spirit Magic (92/65%): (known by Platwalker) Heal 1; (known by intellect spirit) Disrupt, Extinguish 2, Mobility 1, Protection 4, Slow 1

Divine Magic (102/75%): Berserk x2, Detect Truth x2, Dismiss Magic 12, Divination x5, Extension 18, Oath x4 (one-use), Sever Spirit x4, Shield 8, Spellteaching 1, Spirit Block 8, Truesword x4, Turn Undead x6

Gifts & Geases: Platwalker long ago forgot what his geases were. His gifts are all in his stats.

Skills: Conceal 210, Devise 130, Hide 220, Listen 185, Orate 115, Search 195, Sneak 225, Track 110

Languages (Speak/Read): New Pelorian 25/5, Swordspeech 90/10, Trade 30/20

Magic Crystals: five MP storage (15, 13, 11, 10, 9), bound power spirit in rock (POW 30), bound intellect spirit in tattoo (INT 9, POW 14).

Special Defenses: In stegosaurus form, has two rows of plates down his spine. Any attacks from behind, including missile attacks, hits a plate on any even-numbered HLT roll, and does no damage

Skanth (male) & Skath (female) (unknown origin?)

This odd siamese-twin like creature resembles two people (one male, one female) joined together by his left hand and foot and her right hand and foot. They cast two spells per round, must be overcome separately, etc. They know many Nysalor Riddles, but can only remember one per day (a different one every day). They can brew all poison antidotes at POT 20. They are immune to all disease and the effects of the ash flat and the ashman's ash cloud (but they are friendly to him). They can teleport up to 1 km by spending 1 POW (from either). Skanth knows only spirit magic, Skath knows only sorcery. They are always on the lookout for new and interesting spells. Each always knows a heal spell of some kind to use on each other.

These immensely powerful entities are driven by three main goals:

(1) eat. Skanth & Skath feed on magic items to stay alive. They don't need much, but must each eat every week or two. They will attempt to take as many magic items as they can from the players, by force if necessary

(2) breed. They cannot (or will not) engage in sex with each other, but avidly try to get humans to mate with them. They never force anyone to mate with them — that evidently would spoil the magic. Their partners must be voluntary. Nine days after mating with a man, Skath gives birth to a glarg. If she is asked about this, she evinces disappointment. Apparently she has hope for a different outcome someday. She won't say what she hopes for, but when she finds the man who gives her a non-glarg offspring, she has great plans for him. Women that mate with Skanth become pregnant, and give birth nine months later. The children are chaos-tainted, but have 1d6 extra in each of their stats. These children are valuable to Lunar slavers. If the woman gives birth to twins (1% chance) the children are siamese twins formed like Skanth & Skath themselves. So far, all such twins have been dead at birth.

(3) promulgate Nysalor Riddles. They ask every group of non-illuminates they meet a Nysalor Riddle. If the group appears receptive, they'll hang around and keep asking more Riddles at the rate of 1 per day

STR 28 Move 3
CON 35 HP 32
SIZ 29 FP 63
INT 31/31 MP 100/10
POW 100/100
DEX 25 Dodge: 100
APP 11



Skanth and Skath

skanth	melee	missile	pts.
r leg	01-02	01	18/11
l leg	03-04	02	18/11
abdom	05-06	03-04	18/11
chest	07	05-07	18/13
r arm	08	08	18/8
l arm	09	09	18/8
head	10	10	18/11

skath	melee	missile	pts.
r leg	11-12	11	18/11
l leg	13-14	12	18/11
abdom	15-16	13-14	18/11
chest	17	15-17	18/13
r arm	18	18	18/8
l arm	19	19	18/8
head	20	20	18/11

weapon	sr	atk/par	damage	pts
Bastard Sword (Skanth)	3	230/225	1d10+1+3d6	24
Rapier (Skath)	3	230/225	1d6+1+3d6	24
Composite Bow (either)	1/5/9	215/90	1d8+1	7

Spirit Magic (Skanth - 619%): Befuddle (2), Bladesharp 9, Darkwall (2), Sneeze (2), Fanaticism 2, Mindspeech 4, Glue 3, Slow 3, Visibility (2), Detect Magic, Detect Undead

Sorcery: (Skath) Intensity 137, Duration 100, Range 93, Multispell 135.

Sorcery Spells: Cast Back, Create Basilisk, Diminish (STR, SIZ), Dominate Slime Deer, Drain, Form/Set (Bronze, Iron), Glow, Haste, Hinder, Holdfast, Neutralize Magic, Palsy, Phantom Taste, Sight Projection, Taste Projection, Sense (Water, Human, Enchantment, Iron), Shapechange (Broo to Tree, Troll to Rabbit, Slime Deep to Harpy), Skin of Life, Smother, Spell

Resistance, Spirit Resistance, Telepathy, Summon Hellion, Summon Ashman.

Divine Magic (Skanth - 155%) Bind Gnome, Bind Lune, Command Gnome 4, Command Healing Spirit x4, Command Lune x3, Extension 7, Heal Wound x5, Madness x2, Spirit Block 5, Summon spells (Ashman, Gnome, Heal Spirit, Lune) (all one-use)

Divine Magic (Skath - 155). Arrow Trance, Extension 15, Heal Body x4, Mindblast x4, Restore Health (CON) 8, Resurrection x2, Shield 8, Truesword x5 (all one-use)

Skills: Animal Lore 320, Climb 185, Conceal 320, Evaluate 150, First Aid 215, Human Lore 230, Jump 155, Listen 220, Orate 255, Plant Lore 355, Scan 255, Search 100, Sleight 135, Track 215, Treat Disease 255, Treat Poison 215

Slimestone

This giant gorp envelopes and slowly digests the ruins of Slimestone. This creature is not really vulnerable to player-characters. Anyone within 10m of it is attacked by its Envelope, as a wave of its form shifts out to grab them. This also goes for anyone walking on top of it as it puddles up in small pools to try and grab them. Just as with a normal gorp, a simple DEXx5 roll suffices to evade its clumsy attacks. However, the Walked On attack is automatic against each leg of anyone walking on top of the creature.

Sometimes new, exotic gorp separate from Slimestone, so the area is infested with literally thousands of normal-sized gorp.

STR 852	Move: 0
CON 747	Hlt Pts: 5374
SIZ 10,000	Magic Pts: 381
POW 381	
DEX 12	

weapon	sr	atk	damage
Envelope	1	auto	80 pts acid
Walked On	2	auto	8 pts acid

Thing

A shapeless chaos blob. It has a skinlike outer membrane, so it does not resemble a gorp. The powers it displays range from the ridiculous to the devastating. Each melee round the Thing changes, so there are no fixed statistics. Roll 1d6 each round to determine Thing's Chance to Hit, Damage Done (by melee attacks), Hlt Pts, Magic Pts, Armor, Countermagic, Offensive Magic (cast automatically that round), and total Number of Physical Attacks.

All offensive magic from the Thing is backed by MPs equal in total to its Countermagic score for purposes of knocking down defensive magic. The Thing always has a movement of 1. The Thing is immune to spirit magic, poison, and disease. It is also immune to chaos features or magic unless the wielder of the chaos effect has MPs higher than those of the Thing.

Normally, Thing only fights defensively. If slain, the Thing produces one magic item, and then comes back to life. The only way to permanently kill Thing is to kill it 6 times in one day. The magic item produced is up to the gamemaster. Be perversely imaginative.

Thing has been permanently killed before - yet there is still a Thing in Dorastor. Thing may be a created monster, or an individual of a race of monsters. It has been encountered in the company of Skanth and Skath more than once, and may be the product of a more successful mating in the past.

char	avg
STR 1d6d6	3-4 to 21
CON N/A	
SIZ 1d6d6	3-4 to 21
INT ?	
POW N/A	
DEX 2d6	7



Chance to Hit	Damage Done	HP	MP
1 25%	1 1d6	1 10	1 5
2 100%	2 5d6	2 100	2 15
3 175%	3 12d6	3 345	3 24
4 305%	4 18d6	4 548	4 32
5 550%	5 48d6	5 878	5 500
6 1300%	6 50d6 *	6 989	6 5692

* to all within 12m radius, and on individuals up to 80m away.

Armor	Counter-Magic	Offensive Magic
1 3	1 2	1 none
2 5	2 22	2 Disrupt 50m range
3 19	3 35	3 Sever Spirit 100m range
4 30	4 95	4 5 Disrupts 50m range
5 98	5 238	5 Befuddle cloud 30m radius
6 786	6 567	6 Fear cloud 150m radius

Move: 1d3-1

Number of Physical Attacks: 1d10 per round, all at same chance to hit

Yeachi (unknown origin)

Yeachi may once have been a Maidstone Archer. Yeachi's normal strategy is to attack from afar with its two iron bows (it can fire two arrows simultaneously). If enemies close with it, it fights with its three heads, two bows (used as staves), tail club, and Hypnotize ability. If it decides it does not need to parry, it uses its fists instead of the bows.

Yeachi cannot speak, despite his great intelligence, but is capable of understanding almost all languages. He must use gestures and facial expressions to communicate. Of course, with three heads and four arms to grimace and gesture with, he has many tools for non-verbal speech.

Yeachi's one great flaw is that he is incapable of learning or using magic of any sort. This is especially bad because he is therefore not able to heal his wounds. Because of this, on the rare occasions he is injured, he may seek out a party of players and try to convince them to heal him (Remember, they must roll 1d10 each time they try to heal Yeachi, as per his Chaos Feature, below.) In return for this healing, Yeachi may offer them some sort of treasure, or may offer to stay with them until their next battle, when he will fight on their side. Or he may just try to bully the players into healing him, threatening them with death should they not do as he says.

STR 43	r leg	01-02	29/18
CON 52	l leg	03-04	29/18
SIZ 53	tail	05	29/14
INT 19	abdom	06-08	29/18
POW 33	rl arm	09	29/14
DEX 23	ll arm	10	29/14
APP 0	chest	11-14	29/22
	ru arm	15	29/14
Move 4	lu arm	16	29/14
HP 53	r head	17	29/18
FP 95	c head	18-19	29/22
MP 33	l head	20	29/18
Dodge: 170			

weapon	sr	att/per	damage	pts
iron bow	1/5/9	295/195	2d10+2	16
bow as staff	6/7	195/195	1d8+2+5d6	16
left head	1	Auto/—	2d3 to target's head	
right head	2	100/—	5d6 to metal	
tail club	3	190/—	1d8+8+5d6	
center head	4	100/—	4d8 acid spit (x5 daily)	

Hypnotize	5	Auto/—	POW vs. POW or enslave
Fist (x4)	6/7/8/9	155/—	6d6

Notes: Yeachi can attack with all three heads, his tail club, and Hypnotize ability in one round. In addition, he can use either all four fists or two bows as staves at the same time.

Chaos Features: Yeachi's skin is corrosive, doing 12 pts of damage to weapons before taking any damage.

All magic cast at Yeachi must roll 1d10:

1-4 = absorbed by Yeachi (adding MPs or POW to Yeachi's own)

5-8 = no effect on Yeachi at all

9-10 = functions normally (must still overcome Yeachi's MPs, if an attack spell)

Yeachi's left head casts an automatic Disrupt each round that penetrates all defensive spells but can be resisted normally. It does 2d3 damage and always affects the head of Yeachi's chosen target.

Yeachi's right head bites with special teeth that do damage only to metal. When it hits it destroys 5d6 pts of metal armor in that location, but cannot harm the target otherwise.

The center head spits acid, but can only do so 5 times daily.

Each round Yeachi matches his MP vs. the MP of one of its attackers in a Hypnotize attack; if Yeachi wins, the target is placed in Mindspeech with Yeachi and becomes the monster's obedient slave for the next five minutes.

Ralzakark, King of the Broos

The Regal Broo is head of the most sophisticated culture in Dorastor. Ralzakark commands a tightly controlled band of beings, mostly broos but augmented by whatever chaos talent can understand and abide by the rules. Though creatures of chaos are never entirely trustworthy, Ralzakark's household broos are reliable and loyal, even by human standards. Through force, terror, and predation Ralzakark's forces dominate Dorastor. The seat of his government is Fort Wrath.



Ralzakark
Broo King
Of Dorastor



Since the opening of the trade route through Dorastor, Raizakark has granted audiences to certain visitors. During these audiences he has appeared in many forms, though most often in the guise of a man-shaped body with a white unicorn's head. In these audiences he has said that it is very difficult to recall events from the time before his Awakening. He notes that it can hardly be a coincidence that he awakened miraculously just as the land of Dorastor itself was awakened. He has hinted further that he is the Wolf-Bear prophesied in the legends of the Dorasta cult. Many listeners find in Raizakark an intelligence of sensitivity, wit, creativity and a strong sense of humor and irony. Others report a terrible, horrifying creature, brutal and amoral, whimsical and arbitrary, delighting in visiting excruciating agony on man and beast.

Personal Notes: Raizakark is the self-styled ruler of Dorastor, acknowledged chief of the most civilized tribes of broos in Dorastor and possessed of a vast standing army of broos under his command. Two priests worship him, one (Thresher) commanding his missile troops, and one (Shrike) lord over the melee troops. He has 50 initiates of his personal cult, 40 melee, and 10 missile. He also has 300 lay members, 30 of whom worship Chalana Arroy, of which 3 are priests. The lay members have app. 75% skills.

Raizakark is friend to the Poisonhorn Elves and the two Etyries missions of Dorastor. He has trade treaties with the Lunar Empire, and other secret treaties are rumored as well. He maintains a neutral posture to all other peoples and creatures of Dorastor and to all tribes, nations, and empires beyond Dorastor. His stated objectives are peace and security for Dorastor and its neighbors. He denies responsibility for past raids and wars on his neighbors, asserting them to be the work of independent agents not under his control.

The Broo hero is known to be a cultist of Primal Chaos and Nysalor. All his divine spells are miraculously reusable. He is Illuminated, and knows over 50 noddies.

The Unicorn Emperor

The following is only one of the many forms Raizakark takes when traveling abroad in Dorastor. No one knows whether these varied forms are different appearances that Raizakark assumes, or whether Raizakark is in some way a multiple entity that manifests many forms simultaneously. That observers have reported the simultaneous appearance of more than one of these forms at the same time but in widely separated locations is not conclusive; one or more of those forms might have been illusions presented by Raizakark or assumed by one of his lieutenants. That aspects of Raizakark have been slain in battle over the centuries is likewise inconclusive evidence that he has more than one physical existence, given the remarkable reappearance of heroes throughout Glorantha history, and given Raizakark's exalted reputation as a HeroQuester.

In this guise Raizakark has the appearance of a well-formed human albino with the head of a white unicorn. He is cleanly groomed, wearing civilized human-style, richly embroidered, draped garments upon an exquisitely formed body. He is apparently unarmed, but at a gesture can draw Raptor from an invisible scabbard at his side. He is also apparently unarmored, but when attacked his elaborately decorated plate armor becomes visible. He is typically accompanied by his lieutenant Shrike, the female Chalana Arroy broo priestess Bloodrock, and eight elite Sword Troop Heartguard broos.

This Raizakark persona often assumes the air of a wronged diplomat, remarking ruefully that he is blamed for everything wrong in Dorastor, though he actually rules only a little piece of it. He speaks at length about his several thousand broo followers, about his efforts to civilize and educate them, assuring listeners that the broos dutifully obey his structures about not ambushing travelers under his protection. He asks whether any other ruler with so great an army had ever refrained so peacefully from campaigns of conquest and domination.

Raizakark, the Unicorn Emperor: The statistics below include Ironhand 12, Protection 4, Bladesharp 8, and Parry 7, the latter two spells cast on Raptor. He is always assured of having done this before a battle thanks to his chaos

feature of Never Surprised, which manifests as an itch for battle exactly 4 melee rounds before he is attacked. These spells cost him 29 of his crystals' 48 points.

STR 30	Move 4	r leg	23/10
CON 30	HP 30	l leg	23/10
SIZ 29	FP 60	abdom	23/10
INT 16	MP 44	chest	23/12
POW 44	+ 19 crys.	r arm	23/8
DEX 21	+ 117 wyter.	l arm	23/8
APP 18	= 180 total	head	26/10
	Dodge 84		

weapon	sr	AP	damage	pts
Raptor	2	355/335	2d8+3d6+6	25
R Claw	4	245/95	2d6+4+3d6	(3)
L Claw	4	120/95	2d6+4+3d6	(3)
Head Butt	5	355/—	1d6+3d6+12	—
Combine	1+	95/—	magic	—

Note: Can use head butt along with any other attack.

Spirit Magic (220%): Befuddle (2), Bladesharp 6, Countermagic 8 (known by Wyter) Dispell Magic 8, Disrupt, Heal 6, (known by Intellect spirits) Ironhand 12, Lightwail (4), Parry 7, Protection 4, Silence 9

Divine Magic (100%): Analyze Magic x2, Berserker, Command Spirit of Law, Command Worshipers, Concealment x2, Counter Chaos x4, Crush 8, Cure Chaos Wound, Darksee x4, Dismiss Magic 12, Extension 12, Flight 2, Heal Body x5, Madness, Mindblast x2, Mindread, Morale, Path Watch, Resurrection, Seal Wounds x3, Sever Spirit, Shield 12, Sunbright x2, Teleport 2, Truespeak, Truesword x2 (all miraculously reusable)

Skills: Climb 300, Craft Traps 210, Craft Weapon 330, Conceal 200, Devise 155, Evaluate 150, Hide 250, Jump 210, Listen 245, Orate 160, Scan 300, Search 15, Sleight 110, Sneak 310, Swim 100, Track 140

Magic Items: Raptor (a greatsword built by Raizakark) sings as it is being wielded. All who hear must roll CONx5 or be demoralized. Reroll each melee round. Raizakark wears very strong iron plate armor (enchanted)

MP-storing crystals holding 3, 6, 12, 13, & 14 MPs.

Controls Wyter (an immense tutelary spirit) with INT 15, POW 117,

Controls three Intellect spirits in matrices engraved into his horn (INT 9, POW 15; INT 11, POW 14; INT 16, POW 19).

Special Abilities: Raizakark's Combine skill allows him to cast multiple spells so that they all take effect at the same strike rank. The time necessary for casting all spells involved is equal to Raizakark's DEX SR (1) plus 1 for each MP in the spell with the most MPs. He knows the secret ritual to create the Sky Terror.

Chaos Feature: Never Surprised. Note that Raizakark does not detect as Chaotic by any spell, spirit, or means.

SHRIKE Raizakark's Lieutenant: Nysalor Illuminate. Shrike commands Raizakark's Javelin Troop. The stats given here include Protection 4 and Speedart on all six of his javelins. This costs him 6 of his MP crystal's 15 pts (thanks to his Speedart focus crystal)

STR 28	Move 4	r leg	16/7
CON 20	HP 21	l leg	16/7
SIZ 21	FP 48	abdom	16/7
INT 15	MP 18	chest	16/9
POW 18	+ 9 crys.	r arm	16/6
DEX 21	= 24 total	l arm	16/6
APP 12		head	19/7

weapon	sr	Att/Par	damage	pts
Greatsword	2	105/105	2d8+2d6	12
thrown Gtsword	1	180/105	2d8+2d3	12
Javelin	1	180/95	1d10+2d3+3	8
Head Butt	5	145/—	1d6+2d6	—



Note: Carries 6 javelins. Gets a Head Butt each round.

Spirit Magic (90%): Bladesharp 4, Disrupt, Heal 3, Mindspeech 2, Protection 4, Speedart

Skills: Climb 90, Conceal 95, Evaluate 85, Hide 115, Jump 95, Listen 95, Scan 115, Sneak 125

Magic Items: 15-pt MP crystal; 3 pt Speedart focus crystal (permits one Speedart spell to affect three missiles at once). Greatsword forged by Razakark himself

Shrike's Greatsword can be thrown using his javelin skill for full greatsword damage. It is attached to his waist by a 20m spider silk cord for easy retrieval.

WHITE Razakark's Healer: Chalana Arroy priestess Razakark has three of these staying in his fort; one serves him, and one each to Manslime and Shrike. Razakark's priest is named White. Shrike's priestess (she is that rarity, a female broo) is named Bloodrock. Manslime's priest is Namyed.

STR 14	Move 4	r leg	5/7
CON 17	HP 15	l leg	5/7
SIZ 12	FP 31	abdom	5/7
INT 11	MP 18	chest	5/8
POW 18	+ 35 crys.	r arm	5/8
DEX 21	= 53 total	l arm	5/6
APP 12		head	8/7

weapon	sr	Attk/Parr	damage	pts
Lg Shield	—	—/100	—	18

Spirit Magic (90%): Farssee, Heal 8, Mobility 1, Sleep (3)

Divine Magic (100%): Analyze Magic 2, Cure Chaos Wound x3, Flight 2, Heal Body x2, Mindlink 3, Resurrect x2, Shield 8; plus various Restore Health 17 total

Skills: Climb 80, Conceal 85, Hide 95, Listen 95, Refine Medicine 140, Search 90, Sneak 95, Treat Disease 100, Treat Poison 100

Magic Items: MP crystals, 10, 12, & 13 pts; 6 pt Healing focus crystal (adds 6 or doubles value of Heal spells, whichever is less).

Typical Sword Troop Broo: Nysalor Illuminate and Humakt initiate. The stats given here include a Bladesharp 3 on the greatsword, Ironhand 4, and Protection 2. This costs him all of his crystal's 7 pts. Wears full lamellar armor.

STR 16	Move 4	r leg	8/8
CON 18	HP 18	l leg	8/6
SIZ 17	FP 34-24	abdom	8/6
INT 13	= 10 total	chest	8/8
POW 15	MP 15	r arm	8/5
DEX 14	+ 0 crys.	l arm	8/5
APP 7	= 15 total	head	11/8

weapon	sr	Attk/Parr	damage	pts
Greatsword	5	100/75	2d8+1d6+3*	12
Head Butt	8	130/—	1d8+1d6+4	—
Shortsword	8	85/50	1d6+1+1d6	10

Note: Delivers a Head Butt each round. Greatsword does double damage, once armor is penetrated. Both swords carry a disease of some sort.

Spirit Magic (61%): Bladesharp 3, Disrupt, Heal 3, Ironhand 4, Protection 2

Skills: Climb 70, Hide 95, Jump 85, Listen 75, Scan 75, Sneak 75

Magic Items: 9-pt MP crystal

Humakt Gift: greatsword does double damage, once armor is penetrated. Because of Nysalor Illumination, the broo need not obey the corresponding geas

Chaos Features: all Sword Troops carry a chaos feature, which must be determined randomly in the usual fashion.

Disease: no member of the Sword Troop carries disease. However, all of them have their greatswords and shortswords infected with a disease (from some other broo) determined by rolling 1d10: 1-2 = Wasting Disease; 3-4 = Creeping Chills; 5-6 = Brain Fever; 7-8 = Soul Waste; 9-10 = Shakes.

Other Forms of Razakark

Razakark's Face

Another of Razakark's more common forms is called "Razakark's Face." Razakark once operated among one of the most sophisticated societies of Genertela. He understands the ways of humans (and other Elder Races), and presents this aspect of himself when dealing with embodied mortals.

Razakark's Face is a young man, utterly hairless, and dressed in some sort of antique clothing. His eyes are brown. He is unarmed, but bears a small cane as a sort of sophisticated prop. He knows most languages (with an accent each time) and has an ironic, if sometimes grim, sense of life.

Whenever Face faces anyone to address them directly, that person sees Face as a full 3D being. However, anyone else around Face sees that he is very strangely shaped. His entire back is concave, shaped exactly like his front, but reversed! Clothing, even the stick when he looks away from it, all get reversed.

Face is immune to all magic, and if someone is rude enough to actually look, they will discern him to be surrounded by layers of magics, each successively more dangerous and deadly than the previous. Penetrating seven or twelve or so layers does not even distract Face from whatever he is doing.

If Face ever does eventually take player characters to see Razakark, plotting upon the rotting, mutating carcass of a live dinosaur, staked out and howling under hovering elementals, then Face says, "Get ready, this is your only chance."

And Razakark grunts, turns their way, and reaches down and just slaps Face right onto his own face. And he stays there, arms and legs and all, while Razakark briefly amuses himself with these insignificant intruders.

The Hairy Broo with the Scorpion Arm

This creature has been encountered by trade caravaneers, though never near Fort Wrath or Demon plateau. He claims that he is actually the real Razakark, and that the civilized sissy at Fort Wrath is an impostor.

When this creature was mentioned to Razakark, he responded, "Oh, him...he's the other Razakark," but refused to elaborate.

Vostasador the Replicator

This creature widely known as the leader of a wild broo tribe may actually be part of Razakark.

A Novel Once-Funny Special Encounter Gag

A powerful adventuring party crossing the wilderness meets a Special Encounter like Skanth and Skath or Platewalker. The GM patiently reveals the scale of the adventurers' plight in languorous, excruciating detail. The players slowly realize that their player characters have no chance of victory or escape. They quietly prepare for a heroic death.

Suddenly the adventurers hear a noise. Crashng through the wilderness comes another Special Encounter, and boy, is it upset! Seems that

Special Encounter #1 has somehow offended Special Encounter #2, and nothing but a duel to the death will satisfy its desire for revenge.

Hand your players a copy of the stats for Special Encounter #2. Give them a few minutes to study them. Then begin a Battle of The Titans, with you running Special Encounter #1 and them running Special Encounter #2. Classic films featuring Godzilla may provide inspirational staging ideas.

Later, after the dust settles, the adventurers may get a chance to loot the remains of one or more of the titans...or they may be confronted with two badly wounded Special Encounters in really bad moods.



From the Etyries Mission Files

Silabus, Chief Priest of Etyres and Director of the Last Tower Trade Mission, keeps a journal recording his impressions of Dorastor and of the merchants, caravaners, and travelers who visit the Last Tower mission. Each caravan season Silabus transcribes and delivers a copy of his jour-

nal into the keeping of the caravan's Lunar escort. The manuscript first goes to the high priest at the Temple of Markets in Thubana, and then to the Office of Provincial Affairs at the Sultan's palace. Silabus' observations are mostly informal and personal, but ever alert to Imperial interests. Adventurers who manage to intercept and review these documents might find valuable information about Imperial affairs in Dorastor.

Ralzakark's Jrusteli Sorcerers

"A well-to-do Esrolian named Lanno purchased lodgings at the hostel yesterday. He and his companions cheerfully paid for the best room in freshly-minted Lunars. When I inquired conversationally about his business in Dorastor, he identified himself to me as an agent of Arachne Solara. I saw no trace of humor or irony in his face as he delivered this remarkable statement. I then asked how he came to serve the Goddess of Time, and received a long, detailed, and baffling anecdote by way of explanation, which I scarcely comprehended, his Esrolian accent being almost unintelligible. What I did understand was that he and his companions – each of whom he clumsily insisted spoke not a word of Pelonian – had requested an audience with Ralzakark, and had in fact been invited to dine with the King. Lanno's companions were visibly disturbed by his chattering, and were moving to drag him away, when I realized that Lanno had just said, distinctly, 'Did you know that Ralzakark has live God-Learners?'

"At this, Lanno's companions moved swiftly to grab him and pull him away. The next few phrases Lanno spoke I scarcely followed, and he was

whisked away from me before I could act. It was only later I realized that, when his companions jerked him away, Lanno was saying that Ralzakark had offered to give the 'God-Learner sorcerers' – I'm sure that was the phrase – to Lanno, but that his 'foolish friends' had refused to let him take them, or something to that effect. Lanno's friends quickly shut him up. I smiled sympathetically as they hustled him away. In the morning Lanno and his companions set out for Kartolin without a word of farewell. At the time, I assumed Lanno was quite mad.

"Today I am not quite sure. The man seemed excitable and eccentric, but I believe he was quite serious. I deliberated whether to pursue and interrogate Lanno further, but it seemed pointless, since his companions clearly intended to keep his mouth shut. Lanno may come back this way in the fall; if so, I will manage to get a private word with him somehow.

"Perhaps this Lanno has been the victim of one of the King's elaborate practical jokes. But suppose that Ralzakark really has a pair of God-Learners. Might he really be willing to give them away? It seems absurd, of course, but with Ralzakark, the absurd is all too plausible."

Chaos Weather

"This season the caravaners report a marked increase in the phenomena they call 'chaos weather.' We at the Tower rarely experience these phenomena, but our high prospect affords us a clear view over the Iliands, Hellwood, and Poisonthorn forests, and we often see strange disturbances from afar.

"The caravaners describe storms, pounding rains, bitter gales, violent thunder, rapid rises and falls in temperature, and unseasonal snow or hail that appear and disappear without warning and last for minutes or hours. The area affected is apparently small, rarely more than two keymiles in dimension. A few more notable examples I recall include:

1. a rain of blood from a cloudless sky lasting several minutes
2. trees shivering enough to shake soil loose from surface roots
3. an intermittent absence of all sound over a period of several minutes
4. broad areas of absolute darkness that swept across the woods like shadows of clouds

5. whirling masses of gravel that flayed leaves from plants and shrubs, and disturbed soil to a depth of several centimeters along its path.

"One caravan guard was blinded by a darting flock of pine needles; otherwise no serious injuries are reported. However, broos at Fort Wrath describe in lurid detail more dramatic events causing serious injuries and death. Broos lie and exaggerate, but we advise all travelers to avoid exposure to these phenomena, no matter how harmless they may appear.

"I found most interesting one caravaner's suggestion that the incidence of weird phenomena increased with proximity to Demon Plateau. Fort Wrath broos consistently associate these meteorological manifestations with shifts in Ralzakark's moods, saying, for example, that 'the Boss is busting a good 'un, ain't he?' Superstitious and gullible as broos are, the notion that Ralzakark's emotional states are reflected in the weather of Dorastor bears more study."

Contact with the Poisonthorn Elves

"Caravaners say the Poisonthorn Aldryami are neither hostile nor friendly, that they avoid contact with outsiders except to challenge intrusion on their lands. These elves may have contacts with other Dorastan peoples, since they evidently treat with Ralzakark and may preserve friendly relations with some Telmon clans, despite ancient and bitter grievances between most elves and wolf folk.

"I propose that establishing communications and trade with the Poisonthorn Aldryami may be of economic and strategic value to the Empire. Our missions in particular may surely benefit from their centuries of accumulated lore, and any attempt to settle Dorastor must be viewed in light of the Poisonthorn experience. Of course, agents selected to attempt contacts must be diplomatic, yet clearly able to defend themselves, and capable of judicious exercise of force and intimidation. I suggest that

Yelmations might receive a warmer greeting than most outsiders, on account of cult affiliations between Yelmatio and Aldrya, though I acknowledge that Sun Dancers have little gift for guile or diplomacy.

"I think we must answer several specific questions. First, is the treaty between the elves and Ralzakark a voluntary matter of mutual interest, or forced upon the elves against their will by arms, magic or supernatural domination? I continue to be baffled by the notion of an alliance of Aldryami and broos. Second, is it possible that the Poisonthorn elves are, like the Hellwood tribes, children of chaos, yet able in some fashion to conceal their nature? Once they served Nysalor, and may serve him yet, but our Illuminates state with confidence that the Poisonthorn elves they have met are not Illuminated. It has long been theorized that other cults may be able to confer blessings similar to those offered by the Riddlers; might the Poisonthorn elves worship such a cult? If so, what are the interests of that cult? Might they share a community of interests with the Empire?"

Speculations on Ghostdirt

Source: Chaos and Mother Earth, by Sar-Kant, dated Yuthuppa, 1573

Ghostdirt is both the name of a region of Dorastor and the name of the chaos-tainted or animated soil found there. Ghostdirt looks no different from ordinary dirt to normal sight, although magical vision can sometimes discern it. No animals are found in it, not even insects, though plants grow in ghostdirt, and look no different from normal plants.

The Lunar philosopher Sar-Kant hypothesizes in the manuscript *Chaos and Mother Earth* that ghostdirt is all that remains of Dorasta, the First Age Land Goddess of Dorastor. He cites the peculiar ability of these patches of dirt to engage any creature standing on it in Spirit Combat. The dirt cannot attack someone until he has stood upon it, but the attack will continue for a few minutes even after the individual has left the spot, as if some proto-consciousness was directing it.

Sar-Kant's theory, however, ignores the modern worshippers of Dorasta in neighboring Bilim and Skanthiland. Centered on the Dorasta shrine in eastern Dorastor, the cult is very active, and performs its fertility rites and crop-enhancing rituals seasonally. While Sar-Kant never addresses the problem (and indeed, he may not have been aware of it, since all of his research was done in Yuthuppa), his theory may be insightful in general while inaccurate in specifics. Perhaps the deity that survives and is worshiped in Bilim is not actually Dorasta, but a different goddess, perhaps a daughter or even a local Earth-nymph. Alternatively, the ghostdirt may be the remains of a different deity, possibly a sister or child of Dorasta.

Sar-Kant also mentions certain rites performed by local broos during Earth season which he claims to be degraded and perverted forms of Earth rituals found as far away as Esrolia. It is these rituals which interest me, since, if they exist, they may provide a glimpse into the workings of Earth worship in the First Age. Some of the local ruins may contain records of such rituals, and so I have outfitted an expedition to investigate the matter further. Two acolytes of the Earth Mother will accompany me to aid me in my researches.

[signed] Greendart the Sage

Nochet Library, Fireday/Fertility/Earth, 1615 ST

Postscript by Anterum Yellowfeather, dated Waterday/Truth/Storm, 1620 ST

Received word from Greendart of arrival at Oxhead Temple in first week of Storm season, 1617, where he planned to hire Orlanthi and Uroxi guards. He planned to travel first to the Dorasta Shrine, and thence into Dorastor, seeking for the broos who supposedly worshiped the ghostdirt. No word has come of him since. The Orlanthi priests at Oxhead returned the unretrieved dispatches I sent seven seasons ago. The god still cannot tell me of my brother's whereabouts. I fear he was taken by Chaos, and the priestesses with him, for their temples have had neither word nor sign of them, nor have they returned to the Mother's womb.

Everlast Biscuits

A durable jerky made from specially prepared portions of waiktapus tentacle; these biscuits replenish themselves as the tissues regenerate.

Everlast biscuits were devised as marching rations for Raizakark's troops.

In the original design, each portion was tailored to the body mass and metabolism of each trooper. Once consumed, the portion continued to replenish itself in the trooper's digestive system indefinitely. This design was discontinued because of the difficulty of exactly matching the portion to the trooper. Further, it was noted that when a trooper died, either on campaign or of natural causes, a waiktapus would eventually emerge from the corpse. (On campaign this is arguably a desirable feature.)

The present design provides for the trooper to flay bits of fresh meat from the biscuit, which is stored in a durable container. Though a monotonous diet, such fresh meat appeals to broos more than preserved rations. In addition, the sowing of such biscuits presents a deadly threat if secretly delivered behind enemy lines or released into wells or river drainages.

Most armies must either carry their sustenance in a support train or waste time and energy in foraging along the line of march. Everlast biscuits release broo troops from these restrictions.

Raizakark believes these biscuits to be a closely guarded military secret. However, several samples have fallen into the hands of Lunar spies, and Imperial intelligence has deduced the nature and purpose of the biscuits. Lunar military advisors express great interest in this innovation.

The Riskland Campaign

A Campaign Setting for Low- and Mid-Level Adventurers

Campaign Overview

The Riskland campaign setting provides a rationale for exporting new or existing characters from currently developed Glorantha settings like the River of Cradles to the new campaign settings of Talastar, Dorastor, and the southern Lunar Provinces. The settlement at Hazard Fort may serve as a jumping-off place for adventures in Dorastor, or may become a developed frontier roleplaying setting in its own right.

Read first the proposed campaign narrative sequence on pages 85-108. Review the diagrams and references on pages 109-115 that describe the Riskland setting. See also "Riskland Broadside," p. 13, in "The Talastar Papers." This handout introduces the Riskland setting to players.

Character Creation

Standard characters should be of Orlanthi barbarian background. See *Glorantha, Player's Book: Genertela*, pp. 13-18, for an overview of Orlanthi culture, and page 25, "Barbarian Belt," for character generation. Orlanthi from urban or other civilized environments (i.e., citizens of Boldhome, Pavis, or Sun County) may also be of civilized backgrounds, except Orlanthi are never Sorcerers; use instead the civilized Priest occupation.

Other character backgrounds are possible at the GM's discretion.

Beginning Characters

Groups beginning new characters for this campaign should create at least one Orlanthi character suitable for acceptance as a steadholder. All other characters in the group should be willing to swear oath to that character and join his bloodline.

Existing Characters

This campaign assumes all player character belong to the same stead. At least one character should be an Orlanth initiate, or willing to become an Orlanth initiate, so he can be chosen as a steadholder. Other characters should be willing to swear an oath to the steadholder in order to form a stead.

If this is not the case, the GM must adapt and improvise a campaign structure as necessary. The PCs may, for example, be visitors to Riskland seeking adventure in Dorastor, mercenaries seeking employment from the clan or local traders, or self-supporting, independent Orlanthi patriots trading protection service for hospitality.

Introducing PCs to the Riskland Campaign

The Carrot: "Riskland Broadside," (*The Talastar Papers*, p. 13) describes the primary attractions of emigration or travel to Riskland. It is seen posted on tavern and temple walls in Pavis; similar broadsides are seen anywhere in Tarsh, Sartar, or western Prax. A promoter may press a copy of the handbill into the hands of a PC, broadly praising the prospects of this new frontier colony. Free land, free worship, and Lunar amnesty should be sufficient inducement to many characters. Others may be more interested in crusading against Chaos monsters or in looting the ancient treasures of Dorastor.

The Stick: The Lunar authorities may give persons convicted of political crimes the choice of slavery or transportation to Riskland. The convicted criminal may be one or more PCs, or may be a dependent parent, close relative, or companion of a PC. For agents capable of apprehending and intimidating PCs for Lunar justice, see the Coders, an elite force in the service of the Red Emperor, in *Strangers in Prax*.



Clan Status

The welcome the PCs receive in Riskland depends on the community's perception of their status. The circumstances of their petitions are public, and immediately well-known in the community. Likewise, once the PCs are accepted, they also learn the status of other community members.

The four perceived statuses of petitioners are:

Poor, Friendless, Involuntary Immigrants:

Outlaws granted amnesty or Lunar exiles are generally distrusted and disliked as a burden on the community. A patriot with a reputation may receive some sympathy and consideration.

Poor but Voluntary Immigrants: Good Orlanthi seeking religious freedom and economic opportunity with modest resources and suitable skills are accepted with some enthusiasm. Economic opportunity seekers are respected if well-prepared, and scorned if tenderfeet.

Talastari Settlers: Local people who have joined Renekot's clan. Many are from the clan of his father, King Hakon. Others are from nearby Skanthi and Talastari lands, and often have blood kinship with other Talastari settlers. Such are assumed to be proper Orlanthi, and generally accepted warmly.

Well-To-Do Adventurers: Well-heeled exiles and fortune-hunters are regarded with resentment, since they rarely stay long in the community, and don't participate as earnestly and loyally.

The PC Stead

The Renekoti clan currently has 25 steeds scattered around Hazard Fort, and another five steeds located upstream in the Frog River Gorge. (The clan currently numbers around 300 persons, with 75 located in Hazard Fort proper, and the other 225 persons in neighboring steeds.) One of the five Frog River Gorge steeds has recently been vacated and abandoned, and this is the stead given the PCs. The stead is in poor condition, having been badly neglected for two seasons, and abandoned for one. Nonetheless, the clan and council and neighboring steeds offer assistance in preparing the stead for occupancy.

Warning!

Dorastor is deadly. Adjust the abilities, numbers, and tactics of encounters to suit your campaign style. Killing player characters by accident will not endear you to your players.

Glорanthan Themes

Man In Society: The Riskland campaign encourages development of roleplaying connections between the PCs and the other settlers of Riskland. To settle in Riskland, the PCs must become part of a new Orlanthi clan. PCs who impress the chieftain and clan council and who gain the favor of their neighbors can rise in wealth and influence in the community. In time the PCs may become honored thanes of the Renekoti clan. Learning who to rely on and who to trust requires roleplaying encounters with many Riskland NPCs.

The community roleplaying episodes developed here introduce the major players of the Riskland settlement in "Welcome to Hazard Fort." Then, in "The Missing Hunters," the PCs are introduced to neighbors who may play a significant continuing role as the campaign develops.

Only a fraction of the roleplaying elements implied in the Riskland setting are explored here. In *Riskland*, a future supplement, the web of social obligations and community affairs is further developed. In the meantime, we trust you'll improvise your own community drama from the NPCs provided here.

Riskland relies heavily on "Report on the Orlanthi," pp. 238-260, in Greg Stafford's *King of Sarta* for many details of the Riskland settlement. Read that source for an elaboration of clan and community affairs in Orlanthi culture.

Roleplaying and Wargaming: Of all the settings and scenarios presented here to introduce this campaign setting, only "Scorpionman Raid" and "Chaos Flood" inevitably involve PC combat. The rest of the materials present other sorts of opportunities for roleplaying and problem-solving.

Adapt your presentation of this setting to suit the expectation of your players. If they expect more opportunities for combat, provide them.

Encourage the PCs to go treasure, monster, or chaos hunting, either on their own or at the command of the clan. Use the many encounters presented on pp. 40-82 as the primary elements in these adventures.

You may alter the scenarios proposed here to present more direct conflict. For example, the male hunter spiders may attack the PCs as they examine the scene of the disappearance of the missing Kalf steadsmen. The Telmori may attack the PCs if they intrude without permission upon the Nangtali Plateau. The Spider Eggs scenario may become a pitched battle between egg-hunting PCs and spider defenders.

The people and politics of Clan Renekoti also offer opportunities for direct conflict. For example, the Soderfalli stead gang may plot to secretly murder the PCs for their treasure, planning to stage their attack on the PC stead to appear as a brood raid.

The future *Riskland* supplement provides additional scenarios in this setting, many of which feature deadly combat challenges.

Living in the World: The Frog River valley and surrounding terrain are based on the rugged hill country of the Berkshires and Taconics in New York, Massachusetts, and Connecticut, and specifically on the Housatonic River valley in northwestern Connecticut. The redwoods of Spider Woods are based on the redwoods of the Pacific coast, with the sequoia unnaturally introduced to the coastal redwood environment. The Nangtali plateau is based on the tepui of Venezuela (see *National Geographic*, May 1989). The Tobros mountains are based on the Cascade stratovolcanoes (Mt. Rainier, Shasta, Hood, Adams, St. Helens) of the Pacific northwest, with towering Thunder Mountain dominating the skyline as Mt. Rainier dominates Seattle's skyline. The Rockwood Mountains resemble the Front Range of the Rocky mountains near Denver and in Rocky Mountain National Park.



Part 1: Introduction

Travel to Hazard Fort

A traveler headed for Hazard Fort from Pavis takes the Pavis Road to Aldachur, then the Tarsh Road to Furthest. The route proceeds by good roads along the banks of the Oslir to Sylila. The traveler then crosses Sylila by trade roads to the city of Thubana on the banks of the Erinflarth. From Thubana roads follow the Erinflarth north through the lowland cities of Voranel, Endeel, and Relain.

After Relain, the traveler continues along the Erinflarth, but the roads quickly degenerate into rutted, undeveloped wagon paths. When the wagon path breaks away from the Erinflarth to Oxhead in the southeast, the traveler proceeds on ancient foot paths along the Erinflarth into West Skanthuland and the Erinflarth Water Gap beneath the monumental flanks of Thunder and Shadowfall Mountains.

As far as the Gap, the trails into Skanthiland are old, well-packed, and clearly marked. However, when the Skalsplitter River forks south into Skalsland, the Erinflarth becomes the Sludgestream, and no paths are marked further into Dorastor. About 15km west of the junction of the Sludgestream and the Skalsplitter, the Frog River continues west while the Sludgestream forks southwest. Continue on the north bank of the Frog River to Hazard Fort.

The route from Pavis to Hazard Fort is approximately 1100km, but roads and camping are good until the Gap. At the standard RuneQuest hiking rate of 50km per day, the trip takes about 30 days, may be faster in good weather, and considerably slower in winter or wet seasons. Voluntary immigrants and well-to-do deportees can live and eat comfortably with the purchase of a tent and provisions. Poor and indigent deportees enjoy the charity of Teelo Nori along the route. All deportees are accompanied by a Lunar guard. Hardened criminals travel in chains with tough guards. Respectable deportees on parole bonded by Yanafal Tarnils or Humakt oaths may have only a token guard.

During travel each character receives one chance to improve World Lore and one chance to improve in Speak New Pelorian. If at zero skill level in Speak New Pelorian, test INT x 3 to gain 1d6-2 + Communication bonus. Basic travel costs for the trip are 3L per person per day for food, 2L for fodder per horse per day. Good food and comfortable lodging is 15L per day per person; an additional 4L per day per horse covers stabling and grain.

Welcome to Hazard

The last leg of the trip to Hazard Fort is on foot or by horse through constant rain – or snow in Dark season – along the lower Frog River. At Hazard Fort look-outs in towers signal the approach of all visitors. PCs must approach through the gate or across the river under the eyes of a tower guard.

When the tower guard challenges the PCs, he gives a traditional Orlanthi greeting.

“(Ironically gesturing to the heavy rain) A fair wind’s welcome to Hazard Fort. You stand on the lands of the Renekoti clan. What status do you claim?”

Anticipated answers fall in the following categories:

Kinship: If PCs are of Bilini or other Talastari background, this is possible.

Guestright: Skanthi and other neighboring Orlanthi may also claim kinship to clan Renekot, but are more likely to deserve guestright through the friendship between local kings and tribes.

Stranger: A stranger is an Orlanthi from a foreign land. Such may know nothing of local kin and custom, but still are Orlanthi, and bound together in courtesy by this common culture.

Outlaw: An Orlanthi outside the law may claim no protection or guestright from the clan. He is not likely to be turned away, but he receives none of the normal protections of Orlanthi hospitality.

Foreigner: A non-Orlanthi, to be treated with courtesy and caution, but offered no hospitality until he has obtained the welcome and protection of his host through a simple oath ceremony. In this case, such are welcome in the fort, but must immediately place themselves under oath to a councilman, chief, or the chief’s representative to respect the laws and customs of the clan. By this oath the foreigner may receive a basic stranger’s hospitality. (In Hazard Fort, foreigners are common and accepted; only a notorious criminal or open chaos worshiper is likely to be denied entrance. In other locations, like Skanthiland, foreigners often receive scant courtesy, and may be denied guestright on a whim.)

If the PCs do not understand Orlanthi customs, the guard explains procedure carefully. Most PCs are strangers, outlaws, or foreigners. Such visitors to Hazard Fort must seek permission of the clan chief (or councilman or ranking houscarl, if the chief is not present) to be admitted as a guest. The chief or his agent stands as sponsor to the guest; Hazard Fort is



open to all who bear no chaos taint and who are willing to swear an oath on Orlanth to observe the laws of the clan. Orlanthi are generally trusted and expected to know basic Orlanthi custom; foreigners may need someone assigned to watch that they don't get into trouble. (For example, Renekot might assign one of his servants to accompany a prospective foreigner immigrant, or his chief houscarl to an important guest.)

The tower guard admits the PCs and directs them to speak with the clan chief Renekot, who is supervising the extension of the turf wall and palisade along the river. Renekot is accompanied by Eystin Forbeck (Grey Sage councilor), Hall the Carpenter, Berra Thengan (head of houscarls), and a group of oathguest laborers. The laborers are a hard-looking bunch, many bearing the Lunar prisoner's tattoo, and sweating with exertion. Berra and Eystin stand aside, clean and observing the work. Renekot and Hall are wet and muddy, working at the sides of the laborers.

The PCs must address Renekot to get his attention. Renekot courteously halts his labors and replies with a formal greeting and introduction of himself as chief and of Berra and Eystin as councilors, bidding the visitors welcome. He listens attentively to the PC request for guest status. Berra prompts the PCs impa-

tiently if they don't seem to know what they want or how to ask for it.

Renekot then explains about petition for adoption into the clan. He notes that he will accept their petition formally at dinner tonight, but that the PCs have oathguest status until the council has had a chance to consider their petition. He asks Eystin to explain the oathguest status, which Eystin does at great length and in fine legal detail. Berra impatiently interrupts and says, "Oathguest is thrall without the name. You do the lord's bidding, no questions asked, and accept his hospitality, no matter how small."

Renekot then promises a decision on their petition within a fortnight. He explains that the delay is a chance for the PCs to look around and give some thought to becoming Renekoti, and that there are no hard feelings if they choose in the end not to swear oath to him, for he does not want clansmen sworn in oath without knowledge or careful consideration of the bond. In the meantime, he is willing to accept their oaths on an informal basis.

If the PCs express desire to swear oath to him immediately, he smiles and says in the ancient formal way, "Come make handfast upon thy oath, and serve clan and chief, and clan and I shall bid and treat thee fair." He shakes muddy hands with them, and orders



A View of Hazard Fort from the Frog River



Adoption into the Renekoti Clan

To be adopted into the Renekoti clan, an Orlanth initiate must petition and satisfy the chief and council that he and his household can defend and support a stead. Taken into consideration are: financial resources (donations or gifts to chief and clan are appropriate, but insufficient to ensure acceptance), possession of useful skills and healthy bodies, good reputations (testimonials and claims that can be substantiated), and membership in good standing in an Orlanthi Lightbringer cult.

To get adopted, characters must pledge all worldly goods to the clan. In practice, the goods are immediately returned to the adopted members to be used for the defense and betterment of the clan and stead — minus a "tax" kept for general improvements. (This tax varies with needs of the clan and the means of the adoptee; 10% is suggested. Labor and tax levies for special projects are the prerogative of the clan leader.)

If adopted, the PCs gain the status of steadsmen and clansmen, and receive a building and plot of land to develop. One PC is granted the status of steadholder by chief and council, and is responsible for his new household and his steadmen. The household is thereafter treated as a bloodline within the clan. Each stead is formally called by the name of its steadholder (e.g., Burisonstead), or simply by the steadholder's name (Burison). Steadsmen need not formally renounce their family names and bloodlines, but are legally and formally treated by the clan as belonging to their stead bloodline, as if they had married into the stead.

Steadsman is a subrank of freeman, like a carl or cottar.

Clan Statutes In the Renekoti Clan

Noble: Renekot as chieftain has noble status.

Thane: Clan leaders are thanes. In the young Renekot clan only the councilors and Berra Thengan, Fenn Seihart, Rudd, and Jarry, the four houscarls of high rank in Renekot's guard, have thane status. Priests, acolytes, and rune ords of the clan also usually have thane status, though in the Renekot clan, most of these are currently on the council.

Houscarls (or housemen): Sometimes a petitioner is taken directly into the chief's house and service for the military. This is not possible in this campaign, since the houscarls are currently filled with skilled men of tested loyalty.

Steadholder: This is equivalent to the "carl" status, normally a free farmer with about 80 acres of land and military obligations to the chief. All heads of steads in Riskland have this status, which must be confirmed by the council.

Steadman: This is roughly equivalent to the "cottar" status, free farmers who live in cottages and tend sheep and garden plots. Here in Riskland they are the free farmers of a household established as a stead by council and headed by a steadholder.

Oathguests: This unusual temporary status was created by the chief and council to suit the new clan's peculiar circumstances. Men who take an oath to chief and clan are technically accepted into the chief's house as oathguests, but with no privileges of the house other than hospitality, and with the obligations of house-service rather than guest obligations. Essentially, oathguests have the equivalent of a thrall's status without the shameful name. All who wish to join the clan, but who cannot satisfy the requirements for steadholder or steadman, are given this provisional status for three seasons. If they cannot satisfy the conditions for steadholder or steadman by the end of three seasons, they must leave the clan and are denied future entrance.

To satisfy requirements, they must either: A. become an Orlanth initiate and petition for and receive steadholder status, or B. obtain a place in an existing or forming stead.

Those wishing to become Orlanth initiates must take instruction and pass a traditional (i.e., truly dangerous) initiation test.

Those who wish to become steadmen must either persuade a steadholder to accept their oath and permit them to join the bloodline, or must assemble their own petition for steadhold.

Thralls: Unfree persons considered as belonging to another person. Renekot detests the tradition of thralldom on the grounds that slavery is against the principles of Orlanth, but Lunar deportees who fail to satisfy requirements for other statuses become thralls owned by the clan in the person of Renekot, as a condition of his clan's Lunar treaty guaranteeing amnesty and free worship.

GM Note: The oathguest status is a possible mechanism for introducing existing non-Orlanthi PCs into the Renekoti campaign. As oathguests they spend three seasons working for the clan and, if they choose, taking instruction in Orlanthi religion and custom. Improvise short adventures (silme hunts, defend the steads, scout missions, etc.) at your discretion during the three seasons. At the end of the period, give Orlanthi candidates a tough initiation task (eg, single-handedly bring back a broo head from the wilderness). Then establish the PC group around a suitable Orlanthi steadholder PC.

them to get to work in the mud with him. (If any PCs are highborn, or female, comely, and dressed like a lady, he graciously suggests that they take shelter in the council hall until dinner.) If the PCs have horses or baggage, he directs his servants to take care of having the horses stabled at the Warrior's Hall and the baggage stored at the Council House.

During a hard workout (test CON x 5 as an indication of relative exhaustion), Renekot explains how to petition for adoption, how the community works, and what to expect if they become Renekoti. He answers any questions the PCs have. (See "Adoption into the Renekoti Clan" nearby.)

As dusk falls, work on the wall stops, and the PCs are sent off to select one of the empty tents on the hill

as their accommodations. The tents are actually dry-stone floors and walls with discarded Lunar military tents (courtesy of the Empire) pitched above. The result is a fairly comfortable shelter, except that the tents are in poor repair, and some leak. The PCs have a half hour to clean up and present themselves for food in the council hall. Renekot assigns one of his young servants as guide and watchdog if necessary.

Dinner Chat

Dinner is in the Council Hall. The seven councilors and chieftain sit at the center table on the high platform. The PCs are seated at a table in the lower hall, but close to the Council Table, and given ample food and drink. During dinner some people come up to



the PCs to welcome them, pump them for news, gossip, and personal history, offer advice, or ask for help. Use these roleplaying encounters to reinforce major campaign themes and introduce significant NPCs. PCs are explicitly warned about how dangerous the area is, despite appearances, and that no one can know what to expect in this strange hinterland. PCs can ask questions and learn about the clan, land, and its hazards.

Heathbank Stormwind, Orlanth Priest and Councilor: Heathbank welcomes the PCs and not-so-subtly tests them on Orlanthi custom, trying to learn if they are proper, well-schooled Orlanthi. Heathbank promotes the gospel of community, cooperation, and hard work rather than the heroic flash and honor of the warrior-hero. Soon Eystin Forbeck joins Heathbank and assists in the grilling.

Esah Windspear, head of Exiles faction: Esah arrives close after Heathbank. He breezily dismisses Heathbank as a blowhard windbag, then welcomes the PCs, and if they are strangers to Talastar, hints broadly that outsiders get the short end of the clan stick, while folk from Talastar get the preferred lands and the benefit of clan labor projects. Esah is laying the groundwork for enlisting the PCs into the Exiles faction.

Mother Katharin, Seven Mothers priestess: She simply and sincerely welcomes the PCs to Hazard Fort, and invites them to visit the temple and ask for any aid or information they may need.

Worford the Loafer: He sucks up to the PCs and tells a sob story about how bad weather and misfortune caused him to lose his steadhold. He tearfully begs the PCs to accept him into their steadhold, should they be granted one.

During dinner and the welcoming dialogs, PCs can Scan to note that Kudder (Yanafai Tarnils spy), Rudmann (bully houscarl), and Berra Thengan (houscarl head) observe the PCs and their visitors carefully during dinner. Another successful Scan as Heathbank speaks to the PCs reveals Lomi Ulrood the Trickster doing an exaggerated and comical imitation of Heathbank's grand and pompous style to the general amusement of the Council Table.

End of the Day Thanemeet

After dinner, Renekoti convenes the nightly informal meeting with his thanes. Freemen and visitors are invited to listen, but not to speak. Renekoti asks for reports, then asks for advice of thanes on certain matters. The following repeating themes are evident in the half-hour discussion.

The planned wall along the riverside is far behind schedule and plagued with problems. The rain has turned the land to quagmire, the river floods and undercuts the foundations, moving materials in the mud is impossible, and labor requirements are twice what was expected. Berra advocates priority completion of the wall, while Halbert Boldstar favors abandoning the project for the year and continuing with land clearing and stead improvements.

Berra complains that the planned small fort in the Frog River Gorge is being postponed once again, and warns that the steaders there will be hard pressed to defend themselves from raids without it. Halbert notes that there have been no raids, and no reason to fear them.

Heathbank asks why there have been no crusades against chaos as Renekot had promised. Renekot says that several plans are under consideration. This exchange has the feel of a longstanding and unresolved dispute.

Lomi says charcoal is in short supply, and that Tenttowners are wet and freezing. Renekot says the priority now that winter is over is to get more timber for more walls and steads. Lomi makes a rude and colorful speech about the sufferings of the poor and landless. The speech is entertaining, and all applaud, though no action is proposed.



Renekot the Stone, Clan Chief, with Houscarl Berra Thengan



Eystin demands that the lands survey interrupted by winter must resume, so new maps can be prepared and new stead plots chosen. All agree, and Renekot promises to allot five skilled men to this task. (Perhaps the PCs are just the folk for the job.)

Lomi asks about the missing Steadholder Kalf and his son. Berra replies that there is no news, and they may be considered lost. Lomi speculates at length and in lurid detail concerning the possible agencies of their disappearance, including secret murder, werewolves, broos, gorp, harpies, cannibals, chaos winds, Urox drunken binges, Lunar elementals, shambling hills, and so on. All the while he winks cheerfully at the PCs, for whom this detailed catalogue of the region's horrors is obviously intended.

Finally Renekot asks the PCs to come forward and make their petitions. If their speeches are pleasing (test Oratory, with modifiers for fine presentations and lofty themes and sentiments), the councilmen nod pleasantly. If the speeches are feeble or doubtfully sincere, the councilors receive the petition in stony silence. Renekot then asks his thanes to consider the petition, and promises a reply within a fortnight. The thanemeet then breaks up into small groups chattering socially or arguing over clan policy. In short order, the lamps are extinguished, and everyone goes off to their homes. The PCs retire to their tent shelter, and the first day at Hazard Fort comes to an end.

Oathguests of the Clan

Renekot has promised a decision on the PCs' petitions within a fortnight. In the meantime, PCs are oathguests, and must work for their keep. They have been assigned a tent and meals at Council Hall. They muster in the mornings for breakfast at Council Hall, then work all day.

The work is hard and physical. Three projects demand unskilled labor: building the wall along the river, clearing land for new fields on a nearby stead, and splitting logs for timber planks.

A noon repast is provided. After a brief meal and rest, work resumes. As dusk falls, work ends, and laborers head for dinner in Council Hall. Instruction in Orlanth worship is available evenings at the temple; these lessons also provide an all-purpose education in local history, language, and clan customs.

Part 2. The Missing Hunters

The third day after they arrive, Berra Thengan meets the PCs at breakfast and says that the chief has a special task for them. He tells them about a father and son, Barliman and Androw Kalf, who disappeared

recently from a settlement up in Frog River Gorge, an isolated group of steads 35km upriver from the fort. Berra says there's been no one to spare to look for the missing hunters.

Berra tells the PCs how to get to the missing hunters' stead, and suggests that they start by talking with the family members. The trip is difficult, through hill country along the river, slowest through the marsh west of the fort, but fastest in the gorge where vegetation is light. He suggests stopping at the Soderfall Stead overnight before proceeding upriver to Kalf Stead.

Berra does not volunteer any information about the area or its dangers, but answers any questions the PCs have as best he can. In fact, the only serious risks of encounters in the area are in Spider Woods or on the Nangtali Plateau. Berra does not know anything about Spider Woods, since everyone avoids it on the basis of its name and grim reputation, and he can't imagine the PCs being foolish enough to climb up on Nangtali Plateau. He does offer one piece of advice – a commonly repeated theme of Riskland and Dorastor: when you don't know what you're dealing with, don't take any unnecessary chances, and at all costs, get warning back to the fort of any serious threats.

Although the PCs don't know it, Berra has already dismissed any chance of finding the hunters alive, though he knows some perfunctory search is necessary to satisfy settlement expectations. His primary purpose is testing the mettle and judgement of the PCs, whom he sees as potentially useful members of the clan, if they are smart enough to survive the unique challenges of Dorastor.

Travel to Soderfall Stead

Experienced backwoodsmen or hill country natives have no problem en route to Soderfall Stead. A wet but clear trail leads through the marsh. Once in the gorge, following the river is an easy, though strenuous, matter of picking a path through boulders and rockfalls. Soderfall Stead is on a level terrace close to the river, and the smell of the cooking fire beckons to weary travelers. If the PCs are city folk or tenderfeet, improvise minor mishaps and annoyances (straying from the path, crossing deep, muddy watercourses, plowing through thick briar patches) along the way, then let the PCs miss the stead in the dark, until Linken Soderfall, coming to check the disturbance, finds them wandering in the nearby woods.

The Soderfall steadmen appear on pp. 109. These charming ne'er-do-wells and malefactors are based on outlaw gangs like the James Brothers and Bonnie



and Clyde – hospitable, fraternal, and appealing as frontier folk, but cheerfully ruthless and sociopathic in their criminal plots. The fields, steadhouse, fences, and sheds are neglected, and the Soderfalls are a burden on the settlement, constantly needing food and aid from neighbors. They make some money from trading wolf pelts to Caspar Godsmen, the Argan Argar trader in Hazard Fort, but this inevitably will cause trouble with the Telmori in the future.

The evening is pleasant, and the Soderfall hospitality generous, the food and humor plentiful though crude. The Soderfalls are from Pavis Badside, and eager for gossip of affairs back home. The Soderfalls are effusive if unreliable sources of local lore. None have traveled far from the river, and they repeat with embellishment the rumors and legends of terrible Dorastor. In particular they tell lurid tales of tattered sheep carcasses and werewolves howling on Wildday evenings. When pressed, they admit they've seen nothing at all out of the ordinary since they arrived in Riskland a year ago. The PCs are invited to sleep around the kitchen hearth, given porridge for breakfast, and sent on their way. One impression should remain with the PCs; the Soderfalls look like tough customers despite their pleasant demeanor, and are probably a rough bunch in a fight.

Interview at the Kalf Stead

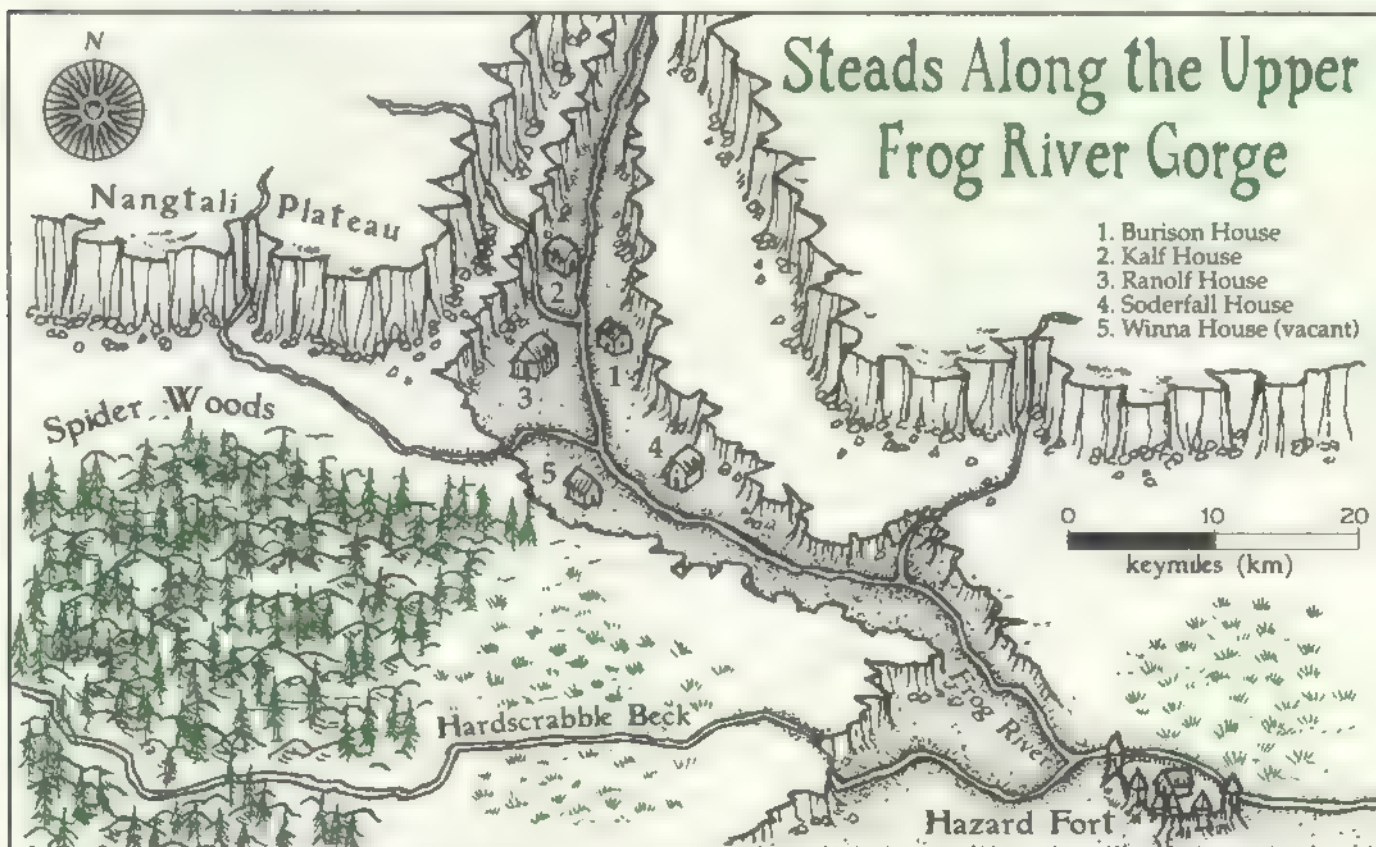
On the way from Soderfall Stead to Kalf Stead, the PCs pass a vacant stead and the Burison and Ranolf houses. Improvise encounters with the Burisons and Ranolfs at your discretion, and permit the PCs to take a look around the stead that may become theirs if they are accepted by the clan.

The PCs should arrive at Kalf Stead by late afternoon. Both Sarune Kalf and Fodor Palebeak have assumed the role of family head in the absence of Barliman, and the conflict is apparent.

Sarune is strong-willed and hard-headed, and to all appearances is little distressed by the disappearance of her husband and eldest son. (In fact, Sarune has been hardened to misfortune by her difficult life, and adopts a callous personality as a defense.)

Palebeak, on the other hand, is sentimental and tender-hearted, deeply moved by the loss of the friend who took him in, and resolved that he will protect the family in Barliman's absence. (Palebeak is actually little suited to heading a frontier household, lacking the necessary toughness of mind and body. Nonetheless, he has a great heart and fierce pride, which may serve when a lesser man is forced to be heroic.)

When interviewed, Sarune and Palebeak have little useful information. Barliman and Androw set





off in the morning six days ago with four hunting cats (called *alynxes*) to hunt game for the larder. They were expected to be gone overnight. However, the four hunting cats returned that night without the men. (Close questioning reveals the *alynxes* were unharmed. Their coats were wet, but their paw pads not muddy.)

Palebeak immediately went out looking for the missing men, but he found no trace of them. (Palebeak is an exceptionally poor tracker, and he has no idea where game would be found, as PCs discover if they question him.) Sarune says the hunting is good throughout the gorge, but that her husband might have purposely headed away from the steeds to explore. She says her husband would never have gone onto the Plateau or into Spider Woods, but he might have headed south or west of the vacant stead.

After a grim, silent meal, the PCs may bed down at the kitchen hearth and begin their search in the morning.

Tracking the Missing Hunters

A trail leads from Kalf Stead back to the escarpment. The recent rains erased any footprints, but Sarune and Palebeak are certain the hunters went this way.

Here are three possible schemes to let the PCs track the missing hunters. Others may occur to you.

1. The Easy Way: The PCs succeed in Tracking rolls and find trail sign (broken twigs, fleece from jackets, scraps of biscuit, *alynx* hair, etc.) that lead to the spider ambush site.

2. The Hard Way: Unable to find a trail, the PCs simply pick a direction and go searching. If they continue along the edge of the escarpment to the southwest, they finally come upon fresh *alynx* foot prints in a sheltered place near the cliffs. The trail is incomplete, but there is no mud here in the rockfalls at the escarpment edge, which would account for the clean feet of the hunting cats. If they persist in traveling along the escarpment, they eventually find the disturbed site of the spider attack about seven kilometers west of the vacant stead.

3. The Clever Way: If they release the four hunting cats, the three youngest *alynxes* simply run around anticipating a hunting trip. The oldest *alynx*, however, heads off like an arrow up the trail and along the escarpment south toward the spider attack site. PCs may have to use Mobility to keep up, or to Slow the cat to keep him from escaping, but once they realize it may lead them to the hunters, a means to follow the cat may be devised.

The Scene of the Attack

Barliman and Androw stayed clear of the Spider Woods, thinking themselves safe so long as they

stuck to the open ground along the foot of the cliffs. Unfortunately, they were attacked by male hunter spiders which range beyond the limits of the Spider Woods.

At the scene, the spiders slew the men with poisonous bites, then stripped the corpses of their gear and clothing, leaving torn fragments of clothing and gear strewn in the rocks beneath the cliffs. Then the spiders dismembered their victims and carried them away. Numerous broken arrows suggest the hunters had a chance to defend themselves, but apparently the arrows did not penetrate the skins of the attackers. A few arrows which missed their targets lie unbroken at the edge of the Spider Woods. A few large dried blood stains on sheltered rock faces survived the rains. The volume of blood implied by the stains suggests the victims probably did not survive the attack.

Now what? Having learned that the missing men are most probably dead, they could return with this news to Ralf Stead and Hazard Fort. The alternative, looking for the bodies – and the killers – is not a good idea. Much time has passed, the PCs have been warned about fooling with things they don't understand, and the proximity of the dreaded Spider Woods should daunt sensible newcomers to Riskland. The fact that many arrows were fired without any evidence that they harmed the attackers should be especially discouraging.

Being player characters, they probably attempt to track the hunter spiders. There are marks, but they are unlike any other tracks the PCs have seen before. The weight is evenly distributed on many limbs, each of which touches the ground at a long, fuzzy member. The appearance is like lots of huge somethings skiing on feather brushes. The spiders move like water striders on long, flexible feet covered with tiny hairs. This lets them run across quagmires and cling to tree bark and branches as they move through the green forest canopy.

Furthermore, this trail, though obvious, and occasionally marked with a surviving blood spatter, disappears when it reaches the Spider Woods, where the hunter spiders take to the forest canopy. As long as the traces are on the ground, the old hunting cat can follow them, but how can PCs follow a trail through the treetops?

Spider Woods

Study "The Spider Folk," pp. 21-24 and "Spiders" in "Encounters," pp. 63-65.

If the PCs enter Spider Woods, disturbances on the long, sticky silk cables lying under the leaf mold



warn the spiders of intruders in the forest. Within minutes movements are Scanned in the canopy fifty meters above the PCs and farther away in the woods ahead of and to the side of the PCs. No forms can be discerned through the cover of vegetation, but the PCs get clear warning that they are being flanked above and on the sides.

Soon Scans reveal smaller movements in nearby vegetation. Fat domesticated swarm spiders the size of human hands dart through the undergrowth. It should be clear that, though small, the spiders are numerous, and therefore cannot be effectively defended against by spell or archery.

Finally, out of spirit magic range, the PCs get their first Scanned glimpse of hunter spiders high in the canopy above them. They are only seen in snatches as they swiftly move to cut off PC retreat.

Players unaccustomed to encountering opponents they cannot defeat may not take these signs as a warning to retreat immediately. If you wish, permit INT x 5 tests to accurately assess the danger faced. If the PCs do not withdraw, the spiders attack.

Round 1: First a wave of 12d6 domesticated swarm spiders spill out of the vegetation nearby and attack the PCs. At the same time the male hunters charge toward the PCs. Assign 1d6 domesticated

swarm spiders per victim in the first melee round.

Round 2: Distribute the other lots of 1d6 domesticated swarm spiders at your discretion. The male hunters continue to charge into webbing range.

Round 3 and Following Rounds: In the third round the male hunters cast Protection 2, then close to melee. If a spell fails, the spider delays for two more attempts before closing. Heal Wounds are cast on self or companions as necessary, and, if the melee isn't decisively resolving in the spiders' favor by round six, Webbing Divine spells are used. Fleeing enemies are pursued only to the edge of the forest. The male hunters understand magic, and stay out of range of magic spells when practical.

Use this encounter to establish the idea that the unknown can be deadly in Dorastor, and that heroic stands are often suicidal. This may be an unfamiliar experience for your players, particularly if they usually aren't presented with melee situations unless they are expected to win them. Make clear to your players that in Dorastor, many melee opportunities are best avoided.

Adoption into Clan

When the PCs discover that the hunters are probably dead, they must decide whether to return and break

MALE HUNTER SPIDERS

char	avg	location	melee	missile	#1	#2	#3	#4	#5	#6	#7	#8
STR 10	Move 4	r leg 4	01	01	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
CON 11	HP 12	r leg 3	02	02	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
SIZ 13	FP 20	leg 4	03	03	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
INT 6	MP 7	l leg 3	04	04	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
POW 7		abdom	05-08	05-10	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5
DEX 13		r leg 2	09-10	11	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
		r leg 1	11-12	12	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
		l leg 2	13-14	13	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
		l leg 1	15-16	14	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2
		head	17-20	15-20	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5

weapon	sr	attack	damage
bite	9	30-1	1d6+ poison POT 12
web	3	60-1	web STR 12

Spirit Magic 38% Befuddle (2), Countermagic 1 Protection 2

Divine Spells Heal Wound, Webbing (1-use)

Skills Climb 90 Hide 63 Sneak 78

Note Male hunters are Great Ancient Mother initiates and hunt in packs of 1d8+2. Poison POT's equal to the spider's hit pts. As with other arthropods, damage to a spider's legs does not count against total hit point loss. The web attack acts as a Glue spell affecting the victim's entire body. The STR of the web is equal to the spider's hit points. Successive layers of web are cumulative and add to the STR of the total. An ensnared victim cannot do anything but attempt to break out. A spider may not both bite and attack with a web in the same round. The range of the web attack is equal to the spider's STR in meters and covers an circle 1 meter across.

DOMESTICATED SPAWN SPIDER

	STR 1	Move 1	location	d20	hit points
CON 1	HP 1		body	1-20	1
SIZ 1	FP 1				
INT 1	MP 1				
POW 1					
DEX 13					

weapon	sr	attack	damage
bite	10	25	1 point + poison POT 2

Notes: These spiders are small enough to crawl inside clothing and armor. Ignore armor (but not magical protection) when applying damage. A successful attack of any kind kills one automatically.



the news to Sarune and Palebeak. In any case, they must then return to Hazard Fort and report to Berra. Berra questions them closely on their actions, often asking why as much as what they did. He casually asks for their impressions of the other steaders in the gorge, knowing that these will become the PCs' neighbors if they are assigned the vacant stead.

Unless the PCs have been very foolish or incompetent, Berra gives a favorable report to Renekot and the council, recommending that the PCs be accepted into the clan and given the vacant Frog River gorge stead. If the PCs have done well, they will hear about it from Renekot and the councilors; if they have only done well enough, someone on the council will sooner or later mention that Berra's support for their acceptance was reserved.

Steadsmen and Clansmen

The climax of the first phase of the campaign is the announcement that the clan and council have approved the acceptance of the PC petition as clan members and the grant of the vacant Frog River gorge stead as their lands. The ceremony takes place at the Orlanth temple before the weekly clan meet

after Windday worship. In a formal ceremony before all the assembled thanes and freemen, all PCs are adopted into the clan. Each is given a chance to speak before he pledges his oath to the clan, council, and chief. Then one of the PCs is invested as steadholder, and the new bloodline and its members are formally enrolled in the clan's roster.

Sea Season

The PCs Stead: See "Managing a Riskland Stead" nearby. In their first season the PCs must struggle to get the land ready for planting while they repair the neglect suffered by the stead's structures, fences, and lands over the past seasons. Wise PCs make friends with neighbors and get as much help and advice as they can. The PCs may also wish to explore the land nearby, but there is no time for expeditions in Sea season.

Contacts with other Frog River Gorge steads depends on the personalities of each household. The neighbors across the river, the Soderfalls, are poor steadsmen, and are always asking for help looking for lost sheep or repairing broken equipment. The neighbors to the north, the Ranolfs, are very private,

Season Frames

Repeating Riskland Campaign Elements

Between each scenario in the Riskland campaign we present a transition device called a "season frame." These are designed to suggest the passing of time, and to permit the PCs to develop their own interests in the settings. Three major devices provide some structure to the season frames: exploration and development of the PC stead (see "Managing a Riskland Stead" nearby); Holy Day/Market Days; and barnraising feasts.

Holy Day/Market Day

Windday is always a holy day and market day. An Orlanth priest or acolyte always leads a worship service, and Orlanth divine spells may be sacrificed for. Orlanth spirit magic may be taught, if time and personnel permit; otherwise, the petitioner may have to return at a later time. Folk who travel long distances get priority. Market opens after the worship ceremonies. In late afternoon the chief and the council meet and hear petitions, arbitrate disputes, administer justice, distribute tributes, and ask for advice at the council house. All freemen are welcome to speak.

Windday of Movement week is always a seasonal holy day and special market. The Orlanth priest conducts normal Orlanth worship. When priests of Lhankor Mhy, Chalana Arroy, Issaries, and Urox are present, they lead worship services; otherwise, the Orlanth priest conducts worship for these cults from spell matrices (the spell matrices are routinely renewed during worship). Spirit magic may be available from any Lightbringer priests or acolytes present, if time and personnel permit; otherwise, the petitioner may have to return at a later time. Folk who travel long distances get priority. Formal council meetings are held after market hours as usual. Steadholders and thanes are supposed to make every effort to attend these seasonal councils, since important business like selection of council-

men, discussion of treaties and clan policies, and other important matters are saved for these occasions.

High Holy Day in Storm season is marked by a special worship service. Learning or renewal of most spirit or divine spells for Lightbringer cults is possible at this time, since priests and acolytes of these cults are honored and feasted. Traders and vendors make a special effort to provide attractive wares for this market day. It is local custom for friends and family to exchange symbolic gifts in token of the outfitting of the Lightbringers for their quest. As their gift to the clan, the chief and council provide a great feast and tableting.

The priestess of the Seven Mothers' temple favors the Teeio Nori aspect. Weekly worship is on Windday, with seasonal worship during Illusion week. The High Holy day is Godday. Disorder week. Dark season - the birthday of the Red Goddess. An Etyne priest or acolyte is often present on normal market days. A Yanafar Tamils Sword appears at irregular intervals, remains for several days, and performs worship ceremonies.

Barnraising Feasts

Once or twice each season, local steadholds gather to achieve tasks that require large labor forces or special skills, such as building and repair of houses and walls. Afterwards the beneficiary of the labor is obligated to provide a feast. Homemade ale, mead, and applejack flow freely, and friendly and not-so-friendly contests among neighbors are popular spectator sports. News, rumor, and gossip are abundant commodities, and discussion and foreshadowing of important clan and community issues are common. Develop conflicts and alliances with NPCs, provide useful and misleading information and advice, and present worthy NPCs in need of PC aid.



Managing a Riskland Stead

A successful Riskland stead requires 400 hours of duties (200 hours of active work and 200 hours of alert work) per week at 75% Animal Lore or Plant Lore skill. This produces a Weekly Stead Labor Factor (henceforth WSLF) of 300 – the standard for Riskland steads. Active work includes cleaning land, plowing, harvesting, tending the sheep, repairing tools, building sheds and fences, and various other physical labors. Alert work includes standing watch over flocks, tending orphaned lambs, cooking, making jerky, hunting and fishing, and other less strenuous labors. An exceptionally dedicated steadman can put in 50 hours of active work and 50 hours of alert work per week – over 14 hours per day. The relevant skill is normally Animal Lore or Plant Lore, though, at the GM's discretion, other skills like Craft Wood and Hunt might be valuable.

The following chart suggests the range of success in Riskland Steads.

000-099 WSLF: Failure; clan reclaims land; steadsmen become thralls, oathguests, or leave colony.

100-199 WSLF: Desperate poverty; dependent on clan for much of sustenance.

200-299 WSLF: Marginal existence; some dependence on clan.

300-399 WSLF: Substantial existence; fair contribution to clan.

400+ WSLF: Comfortable existence; great contribution to clan.

Bad conditions or good conditions can alter the profile. For example, in a good season, 200 WSLF might produce a substantial existence, while in a bad season, 200 WSLF might only produce at a poverty level.

To find each individual's contribution to his stead, multiply his hours worked (max 50 active/50 alert) by his Animal or Plant Lore skill. Skill scores over 100 count as 100. To find a stead's WSLF, add the total WSLF of all the stead's workers.

For comparison, consider the relative successes of Bunson Stead and Soderfall Stead.

All the Bunsons, even the children, work hard. Vahn and Serla are master farmers (100+%). Rovig and Yvonne are journeymen (75%), while Vank and Chelsi each are experienced farmers (50%). The four eldest children, Kikki, Krogar, Argrath, and Leena, are young and inexperienced (25%) and only work half as hard as the grownups. Thus:

steadsmen	hours worked	Lore %	WSLF
Vahn and Serla	100 each	100%	200
Rovig and Yvonne	100 each	75%	150
Vank and Chelsi	100 each	50%	100
The Four Kids	50 each	25%	50
		total =	500

The Bunsons are wildly successful by Riskland standards, and have a generous margin to cover misfortunes (illness, childbearing, bad weather, blight, etc.). The Bunsons spend a lot of their extra labor clearing land and enriching their stead, and will be ready to divide into two steads when Rovig and Yvonne want to go off on their own.

The Soderfalls, on the other hand, are slothful, incompetent farmers. Only Verman, Linken, and Leka have any knowledge of farming (50%), while the others have learned what they know from Verman and Linken (25%). Further, none of them work as hard as the Bunsons, nor do they make any effort to learn from their neighbors.

steadsmen	hours worked	Lore %	WSLF
Verman, Linken, Leka	80 each	50%	120
Deadeye, Penmade, Fennary	80 each	25%	60
Preacher, Vikta	60 each	25%	30
		total =	210

The Soderfalls are right on the margin. If it weren't for the coin they get for the wolf pelts, they'd be in desperate trouble in bad times.

When they arrive in Riskland, most PCs have poor Animal and Plant Lore skills. To succeed, they must learn to farm as quickly as they can, and barter the skills they do have for skilled assistance from their neighbors. You may choose to keep close track of the weekly labors and fortunes of the PC stead, using the system described above to judge the stead's productivity. You can also closely track how fast the PCs gain Animal and Plant Lore skills using the RuneQuest Skill Training system. PCs can either research the skill on their own (i.e., learn by trial and error), or they can trade labor on a neighbor's stead for training and assistance on their own lands.

Even if they don't study Animal or Plant Lore, PCs working on a stead receive one skill improvement check per season in Animal or Plant Lore (PC choice).

If PCs work hard at learning farming, in a few seasons they may be able to help the widow Kalf, whose stead is threatened by the loss of its two best farmers. Good-hearted (or predatory) PCs may decide to compete as suitors for Sarune – if for no other reason than to rescue her from other less savory suitors like Worford the Loafer or the louts of Soderfall Stead.

Alternatively, you can abstract the prosperity of the PC stead as a simple principle: if the PCs want their stead to thrive, they must barter the skills they do have with neighbors for the Farming skill they don't. This means they must meet and befriend their neighbors, then negotiate a trade of skilled labor. For most PCs, this means that when muscle-work, engineering, magical exercises, hunting, or fighting is called for, the PCs offer to take care of it, in return for guidance in managing the stead. Use this as an excuse to improvise various scenarios hunting for lost (or stolen) sheep or defending steads from raiding monsters.

Animal and Plant Lore skill scores are not listed for most Riskland NPCs; improvise them at your discretion. Most steads have at least one person with Farming 75%; otherwise, they make up for skill with many healthy, strong hands. Other neighbors may also possess other crafts the PCs may find useful – for example, carpenter, healer, leather worker, mason, smith, tailor, weaver. The few master farmers (100+ skill) are respected resources, and their deaths would be great tragedies for their steads and the community.

As the campaign progresses, friendly contacts with the Telmori and Poisonthorn elves could bring great benefits to the Riskland settlements, much as contacts with native Americans benefitted European settlers in the Americas. For example, the elves may teach of healing herbs or plant insecticides, while the Telmori have accumulated centuries of lore concerning the monsters and seasons of the region.



hard-working, but relatively incompetent, farmers. They often seem in need of help, but are too proud to accept it. (The Ranolfs are only slowly coming to trust the Burisons, and accept their aid and advice.) The Burisons are friendly but busy. They'll stay to themselves initially until the PCs have proved themselves trustworthy, hard-working, and properly Orlanthi; then they'll be generous with aid and advice. With the loss of the father and eldest son, the Kalfs have trouble getting all the Sea season work done. Any assistance the PCs offer the Kalfs makes a good impression on the Burisons, who help the Kalfs whenever possible.

One thing is clear from neighbor talk: except for wolves and the hunter spider incident, things have been remarkably peaceful in the last two years. All agree: stay away from Spider Woods and the Nangtali Plateau. All have made sure their farmsteads are secure defensive forts in an emergency, and all carry bullhorns when away from the stead-houses to blow in case of trouble. Only the Soderfalls are careless in their defenses, openly scoffing at the reputed perils of Dorastor.

Barnraising Feasts: Toward the end of each season the people of the five steads of Frog River Gorge get together as a community to do some large-scale community project that aids one of the steads. Often the project is something like building a new barn or addition to a stead, or building a bridge across the river. "Many hands make light work," and the social labor is a welcome break from the same old faces of one's own stead.

In the evening, after the work is done, the host (usually the beneficiary of the communal labor) throws a big feast and party. There's a lot of drinking, dancing, and amiable sport fighting, and a good time is usually had by all. Most folk sleep at the host's stead and make their way home in the morning. This feast is a good time for the PCs to get to know their neighbors, and for the GM to introduce and foreshadow themes and events to be developed later in the campaign.

For example, talk turns to politics, and someone loudly declaims against Hakon the Swimmer's detestable policies of Appeasement toward the Lunars. Later a group of women are overheard speculating about the prospects of catching the eye of the young, eligible bachelors, like Berra Thengan, or the PCs, or Chief Renekot himself. Finally the heads of houses embark upon a protracted debate: if Dorastor is so deadly, why hasn't the colony had any trouble at all in the last two years?

During these feasts the GM can introduce and foreshadow many narrative threads for later development, and can pique player curiosities about the mysteries of the Spider Woods and the Telmori people, the hidden treasures of lost civilizations, and the menace of the legendary chaos armies of Dorastor and its enigmatic leader, Ralzakark, King of the Broos.

Holy Day/Market Day: Busy PCs rarely have time to visit Hazard Fort, but once a season most Frog River Gorge folk try to get to market and holy day. Here the PCs can interact with the various important NPCs of Hazard Fort, learn spirit spells, and renew divine spells. Improvise encounters with:

Picklebreath, the Urox Mad Dog Templar, in Hazard Fort for supplies;

Worford the Loafer, still angling for a spot in the PCs' stead;

Kudder, the Yanafal Tarnils "spy," probing the PCs for their politics – Appeasers or Traditionalists?

Caspar Godsmen and Wilmar Darkdrake, opportunistic Argan Argar traders, interested in wolf pelts;

Esah Windspear, leader of the Exiles faction, mustering support for building the long-planned and often-delayed defensive works in Frog River gorge;

Berra Thengan, head of the houscarls, who picks the PCs' brains for intelligence on the Frog River gorge region, and who may be grooming the PCs for houscarl or thane status.

Other opportunities for roleplaying may include flirting, drinking, arguing religion and politics, and listening to folk tales and rumors about Ralzakark, the Arkati, the Telmori, the Hellwood elves, and other peoples and places of Dorastor.

Part 3: Scorpionman Raid

While working at their stead just before dusk one Fire Season evening, the PC hear a horn from across the river in the direction of the Soderfall stead. It's about a kilometer to the Soderfall stead, and by the time the PCs outfit themselves, and get to the stead, darkness has fallen. The Burison and Ranolf steads are about 10km away, and in the dark, their help should be a long time coming.

Soderfall stead is sited on a terrace above the river gorge. On terraces below the house are the poor vegetable gardens. Along the terrace north and south of the house are several ramshackle sheds and a stable. Behind the house is the forest; the Soderfalls have been too lazy to clear a defensive perimeter around the house. The thatch of the main house has been



Scorpionman Raiders

PZYXST	scorpion man, Bagog initiate	melee	missile	pts
STR 20	Move 3	rh leg 01	01	3/3
CON 12	HP 15	rc leg 02	02	3/3
SIZ 18	FP 32-20=12	rf leg 03-04	03	
3/3				
INT 10	MP 10	lh leg 05	04	3/3
POW 10		lc leg 06	05	3/3
DEX 16		lf leg 07-08	06	3/3
APP 8		tail one 09-10	07	9/5
		tail two 10	08	9/5
		tail three 11	09	9/5
		tail four 12	10	9/5
		tail five 13	11	9/5
		thorax 14	12	9/5
		chest 15-16	13-15	9/6
		r arm 17	16-17	9/4
		l arm 18	18-19	9/4
		head 19-20	20	9/5

weapon	sr	A/P	damage	pts
War Maul	4	80/72	1d10+2+1d6	12
Sting (x5)	7	106/—	1d6+1d6	—

Spirit Magic (36%): Befuddle (2) righthand 3

Chaos Features: explodes at death, doing 5d6 damage to all within 3m.

Notes: has partial scale armor

MFLSPK	scorpion man, Bagog initiate			
STR 21	Move 3	rh leg 01	01	11/6
CON 53	HP 34	rc leg 02	02	11/6
SIZ 14	FP 67-12=55	rf leg 03-04	03	
11/6				
INT 8	MP 10	lh leg 05	04	11/6
POW 10		lc leg 06	05	11/6
DEX 12		lf leg 07-08	06	11/6
APP 7		tail 9-10	07	16/12
		thorax 11-12	8-10	16/12
		chest 13-14	11-15	16/14
		r arm 15-16	16-17	16/9
		l arm 17-18	18-19	16/9
		head 19-20	20	16/12

weapon	sr	atk/parr	damage	pts
Morningstar	7	52/31	1d10+1+1d6	8
Target Shield	8	22/58	1d6+1d6	12
Sting	10	81/—	1d6+1d6	—

Spirit Magic (37%): Budgeon 2, Disrupt, Heal 2

Divine Spells (87%): Carapace (one-use, included in stats)

Chaos Feature: greatly increased CON

Notes: has ringmail over all but legs

GZAMP	scorpion man, Bagog initiate			
STR 14	Move 3	rh leg 01	01	11/3
CON 11	HP 15	rc leg 02	02	11/3
SIZ 18	FP 25-19=6	rf leg 03-04	03	11/3
INT 8	MP 10	lh leg 05	04	11/3
POW 10		lc leg 06	05	11/3
DEX 14		lf leg 07-08	06	11/3
APP 11		tail 9-10	07	16/5
		thorax 11-12	8-10	16/5
		chest 13-14	11-15	16/6
		r arm 15-16	16-17	16/4
		l arm 17-18	18-19	16/4
		head 19-20	20	16/5

weapon	sr	attack	damage
R Claw	5	65	2d6+1d4
L Claw	8	92	2d6+1d4
Sting	8	68	1d6+1d4

Spirit Magic (29%): Befuddle (2), Heal 1, Protection 3

Divine Spells (79%): Claw x2, Carapace (one-use, included in stats)

Notes: has chain vitals & ringmail arms & tail

GZOWK, scorpion man

STR 21	Move 3	rh leg 01	01	3/3
CON 11	HP 18	rc leg 02	02	3/3
SIZ 24	FP 32-25=7	rf leg 03-04	03	3/3
INT 5	MP 4	lh leg 05	04	3/3
POW 10		lc leg 06	05	3/3
DEX 14		lf leg 07-08	06	3/3
APP 11		tail 9-10	07	9/6
		thorax 11-12	8-10	9/6
		chest 13-14	11-15	9/8
		r arm 15-16	16-17	9/5
		l arm 17-18	18-19	9/5
		head 19-20	20	9/6

weapon	sr	atk/parr	damage	pts
2H Sword	3	115/107	2d8+2d6	12
Sting	6	102/—	1d8+2d6	—

Notes: has scale armor everywhere but legs. To keep him in melee (where he is quite skilled), the other scorpion men give him magical support where possible.

GZIKK, scorpion man, Bagog initiate

STR 18	Move 3	rh leg 01	01	3/3
CON 9	HP 16	rc leg 02	02	3/3
SIZ 22	FP 27-24=3	rf leg 03-04	03	3/3
INT 5	MP 4	lh leg 05	04	3/3
POW 8		lc leg 06	05	3/3
DEX 21		lf leg 07-08	06	3/3
APP 12		tail 9-10	07	9/6
		thorax 11-12	8-10	9/6
		chest 13-14	11-15	9/7
		r arm 15-16	16-17	9/5
		l arm 17-18	18-19	9/5
		head 19-20	20	9/6

weapon	sr	atk/parr	damage	pts
2H Spear	2	76/71	1d10+1+1d6	10
Sting	5	77/—	1d6+1d6	—
Comp Bow	1/5/9	78/33	1d8+1	7

Spirit Magic (23%): Firearrow (2), Speedart

Notes: has scale armor everywhere but legs. Usually hangs back, giving missile support to the others. His arrows are tipped with stingers from dead scorpion men, and so are poisonous (POT 11).

GZAJD, scorpion man, Bagog initiate

STR 4	Move 3	rh leg 01	01	3/1
CON 8	HP 5	rc leg 02	02	3/1
SIZ 1	FP 12-4=8	rf leg 03-04	03	3/1
INT 5	MP 4	lh leg 05	04	3/1
POW 7		lc leg 06	05	3/1
DEX 14		lf leg 07-08	06	3/1
APP 12		tail 9-10	07	7/2
		thorax 11-12	8-10	7/2
		chest 13-14	11-15	7/2
		r arm 15-16	16-17	7/2
		l arm 17-18	18-19	7/2
		head 19-20	20	7/2

weapon	sr	atk/parr	damage	pts
Shortsword	6	56/59	1d6+1-1d4	10
Sting	10	60/—	1d6-1d4	—

Skills: Conceal 85, Dodge 90, Hide 91, Sneak 113

Chaos Feature: extremely small size, foes must subtract 30 percentiles from chances to hit

Notes: has bezaunted armor everywhere but legs. Where'd he get this dinky armor? Well, uh...

Gzajd ndes Pzyxst, acting as a second pair of eyes, and deploys for scouting and sneak attacks. He can only reach leg locations for most attacks, but generally gets attack chance modifiers for surprise, attacking from behind, and prepared attack. With a special or critical success he may even hurt someone. After a successful attack, he hides for a round or two, then sneaks back. This should puzzle victims considerably

fired, but burns fitfully. Silhouetted against the flames are the figures of several scorpionmen attempting to force the single wooden door of the steadhouse. There is no sign of any steadsmen outside the stead.

Six scorpionmen are attacking the stead. (See "Scorpionman Raiders" nearby.) Preacher, One-Eye, and Penmade were caught away from the stead. Preacher and Deadeye fled into the forest and hid. Penmade was attacked, poisoned, and captured immediately. The other Soderfalls steaders made it inside the steadhouse. There is considerable panic within; Vernan and Linken are trying to organize a break-out attack, but the others are arguing over strategy.

Three scorpionmen are trying to force the door, with little success.

The other scorpionmen are behind the steadhouse climbing a small shed against the steadwall to get to the thatched roof, where they hope to break in. They are trying to be stealthy, but are failing their Climb rolls and making a racket. Penmade lies unconscious nearby in the woods where he was tossed.

Staging the Attack: These scorpionmen are typical of Dorastan chaos opponents – bizarre, completely unpredictable in their armor and attack abilities, with really unpleasant chaos features. Study the raiders carefully. Don't underestimate their deadliness. A weak, uncoordinated PC party could have their hands full with either Pzyxst or Mflspk, and the exploding chaos feature is a nasty surprise, while tiny Gzajd's sneak attacks may drive victims crazy.

For low-level adventurers, the three raiders at the door are absorbed in breaking into the stead. They are overconfident, attack PCs piecemeal, do not support one another, and neglect spells in their haste to melee. If you think Pzyxst and Mflspk are too tough for your campaign, double up Gzowk and Gzikk's stats instead.

To challenge mid-level adventurers, Pzyxst and Mflspk attack shrewdly under Pzyxst's command while Gzamp summons and coordinates the other three raiders. Little Gzajd scuttles around making sneak attacks on unengaged PCs or distracts and bewilders PCs desperately engaged with Pzyxst and Mflspk.

A wise move is to send for help at the Burisons while harassing the scorpionmen. Use stats for Wort Weekjob and the Greenbrass Militia (*RQ Deluxe, GM Book*, p. 41), or improvise.

The scorpionmen retreat to the woods behind the stead to regroup if facing a daunting PC attack (e.g., if a scorpionman is killed while no PC is disabled).



Scorpionman

Depending on the ferocity of the attack, they either: A. grab Penmade and flee south through the woods to the river, headed for home in Foulvale; B. circle around to come at the PCs' flanks; or C. find a spot on the edge of the woods south of the stead to observe, then argue quietly about whether they should retreat, counterattack, or attack another stead.

Once in retreat, the scorpionmen consistently withdraw from pressing attacks unless suckered into an ambush by a deceptively feeble defense. They head south, cross the Frog River south-southeast of Soderfall stead, then head south through the marsh along Hardscrabble Beck, following the eastern edge of Spider Woods toward their lair in Foulvale Marsh.

When the scorpionmen withdraw, Preacher and Deadeye can be summoned from hiding in the woods by shouts of "All clear!" The roof fire is easily extinguished. It quickly becomes apparent that Penmade is missing; Preacher says he thought he saw a scorpionman pick up a man-sized burden and flee with it. Examination of the site reveals Penmade's knife and a clear trail through the underbrush.

The scorpionmen leave a wide, easily-followed trail to the river. There they follow the rocky river bed upstream for 100m to throw off trackers. The trail is clear from the river to the marsh along



Hardscrabble Beck. The trail is less clear here, but the dense growth slows the scorpionmen more than humans, and permits pursuers to gain ground or catch them.

Improvise terrain and combat tactics in any running pursuit of the scorpionmen. Unless the PCs trap them against a terrain feature or outflankers, the raiders flee from attacks, occasionally turning in frustration or desperation for a ferocious charge at the pursuit.

Make it easy to pick off or slow scorpionman stragglers with missiles, magic, or other ranged attacks. After two scorpionmen fall to the PCs, Penmade is dropped with obvious ceremony to discourage pursuit. Persistent PC pursuers either eventually bag the whole bunch, or lose the trail when the raiders reach Foulvale where they know the terrain.

The gang's lair is an open camp on high ground at the edge of the marsh. These young bucks have not yet kidnapped a female to start their own nest.

Resolution: Salvaged armor and weapons are worth a lot here in frontier Riskland, though Craft Armor skill may be needed to adapt armor for human use. If slain or captured, Gzajd and his tiny armor are a curiosity worth a fine price to a curious tourist.

When the PCs report the incident at Hazard Fort, the Orlanth temple offers a 10L award for the heads of chaos monsters, and an impressed Heathbank Stormwind promises preferred attention for those seeking favors or spells from the Orlanth temple. These are the first serious chaos creatures to threaten the colony, and much is made of the heroes who dispatch them. If any survive, a posse is formed, headed by the local Uroxi, to track down and destroy the scorpionman nest.

Recovering Penmade alive is the PCs' greatest reward. After he recovers, Penmade makes a special visit to the PC stead with a gift – a handsome miniature gold urn of Dara Happan design worth 300L. Penmade claims it was a family heirloom; in fact, it is part of the swag from burglarizing a Lunar manor near Aldachur. Hidden beneath one of the gold reliefs glued as decorations to the surface of the urn is a scrap of parchment bearing a Lunar courier's cipher key. Some Lunar agent is certainly wondering where this urn is.

Fire Season

The raid on Soderfall stead has the neighbors on edge. The Soderfalls are inspired to improve their defenses – and as a result neglect their fields and

sheep more than usual. Kalf house is unable to keep up with the farming chores; a depressed Palebeak blames himself and Sarune actively seeks a suitor. Only Deadeye Coda and Worford the Loafer press their suits; the Burisons and Ranolfs privately express sympathy for Sarune, but acknowledge that another man is needed at Kalf stead – even a sorry one.

This season's public work is the erection of a small palisade around the Burison stead. After considerable discussion, the Frog River gorge settlers have decided to build their own communal fort, and Burisonstead is selected for its central location and because the Burisons can best afford the extra expense and labor.

The seasonal influx of adventurers and scholars hits Fort Hazard. Tenttown swells with rough treasure hunters, historians, and antiquarians looking for local guides.

Part 4. Manhunt

Jarry, a moody, melancholy houscarl, is accused of secret murder of Moreall Treereap. Gossipmongers at the fort knew that Jarry had been visiting Moreall's wife in private. The circumstances of Moreall's death are not publically known, but gossips say he was stabbed to death, his corpse was mutilated to prevent Resurrection, and no weapon was found near the corpse. Jarry has disappeared, leaving all his possessions except his weapons and backcountry gear. The clan has an obligation to the family of the murdered man to capture and bring Jarry in for justice.

Berra Thengan arrives at the PC stead and asks them to join the manhunt for Jarry. The Burisons consent to watch over the PC stead while they are on the manhunt.

Berra says Jarry had been asking about the legend of Thunder Mountain, where it is said that one can speak to Orlanth without an intermediary. Berra has a hunch that Jarry is headed for the peak of Thunder Mountain, perhaps to seek sanctuary, perhaps to do penance, perhaps to ask directly for divine justice or judgement. Berra says that Renekot specifically suggested sending the PCs to pursue the outlaw because he appreciates their special skills, and trusts their judgement and compassion. Berra admits that he and Renekot suspect that Jarry was provoked, but that for the good of the colony Jarry must face a council trial.

Scenario Summary: Jarry has indeed climbed to the peak of Thunder Mountain. When the PCs reach the peak, they find that Jarry has already faced his god's judgement. The fugitive's footprints lead to the summit, but do not return, and there is nothing to explain Jarry's disappearance.

While following Jarry's trail across the Nangtali Plateau, the PCs are the first Risklanders to contact a Telmori. Then Jarry's trail leads them through the alpine meadows and snowfields on the high spine of the Tobros Mountains, where they discover an ancient Feldichi artifact half-buried in a glacier.

When the PCs stand atop Thunder Mountain, they find that, despite the cloud that constantly envelopes the peak, they can see all across central Genertela. They also find that they can speak – once – directly to Orlanth, and receive an answer.

Meeting a Telmori Hunter

At your discretion, the Telmori hunter encountered may be a Cursed One or Pure One (see "The Telmori," p. 24-28). An encounter with a Cursed One is likely to be violent. An encounter with a Pure One may be a chance for friendly contact. Suit your choice to your campaign's style. If the Telmori contact is not expected to provide a melee, consider adding a hostile encounter (a pair of harpies, for instance) to give the sequence an action-adventure conflict.

The PCs set out in a fine, persistent mist. Visibility is poor. Jarry's trail is hard to follow, but as the PCs climb up along the steep waterfalls at the head of the gorge, they find evidence that a well-shod man has passed this way toward the top. They find as well Telmori and wolf-brother footprints going up and down.

Once upon the plateau, the PCs find conifer forests with large clearings covered with low evergreen shrubs and dark, grey-black limestone boulders carved into strange forms by rains and freezing. When in the dense longpole pine forest, visibility is 10-20m, and the tops of the trees are hidden by mist.

As they move through the forest, a successful Listen discovers sounds of something large running through the undergrowth toward them. The sounds are upwind from them.

In the third melee round a slime deer darts from the brush and runs past them. Sounds indicate something large is still coming from the direction the deer came from.

In the fifth melee round a giant wolf (Peeloh) explodes from the brush, skids to a halt, yelps, obvi-

ously surprised, then withdraws, backing away growling fiercely. It immediately casts its Ironhand spell. Sounds of something large approaching in haste continue from upwind, falter for a second when Peeloh yelps, then continues approaching.

Now Peeloh attacks if fewer than four PCs are visible. Otherwise it waits for Hama-Redi to arrive.

Hama-Redi arrives in the seventh melee round. If Peeloh is in melee, he immediately attacks. Otherwise Hama-Redi halts while hidden in the undergrowth (test Hide), casting spirit magic if the opponents seem weak, and Wolfhide and Wolf's Head if the opponents seem tough. When his magic is ready, he may Sneak for a surprise attack, or he may send his fear spirit into combat, hurl a javelin, then attack.

Hama-Redi and Peeloh attack the PCs for three reasons: one, because they are startled and surprised, two, because their blood is up and the killing rage is on them, and three, because the PCs have interrupted

HAMA-REDI, male Telmori hunter

STR 17/34		r leg	0/5
CON 14	Move 3/7	l leg	0/5
SIZ 16	HP 15	abdom	0/5
INT 13/7	FP 31-11 = 20	chest	0/6
POW 15	MP 15	r arm	0/4
DEX 15		l arm	0/4
APP 8	Dodge: 99	head	0/5

weapon	sr	atk/parr	damage	pts
javelin, attak	3	87/65	2d8+1d3	8
javelin, held	6	66/65	1d6+1+1d6	8
kite shield	7	32/57	1d6+1d6	16
bite (as wolf)	7	88/—	1d6+2d6	—

Spirit Magic (86%): Heal 2, Protection 3, Speedart (1), Mobility 1

Divine Magic (93%): Wolf's Head, Wolfhide (each only 1-use)

Skills: Conceal 77, Listen 83, Hide 100, Sneak 92, Track 72

Magic Items On his back is a tattoo holding a fear spirit (POW 19).

Note: Hama Redi is dressed in a loose-fitting slime deer leather cloak. He wears a necklace of the ears of his kills, including several wolf and human ears

PEELOH, Hama-Redi's wolf

STR 20		rh leg	4/4
CON 19	Move 7	lh leg	4/4
SIZ 12	HP 16	hind q	4/7
INT 8	FP 39	fore q	4/7
POW 14	MP 14	rf leg	4/4
DEX 20		lf leg	4/4
Dodge: 138		head	4/6

weapon	sr	atk	damage
Bite	6	78	1d8+1d4

Spirit Magic (77%) Ironhand 2



their hunt. As a melee develops, both may decide the PCs are worth hunting. They smell like food, and Hama-Redi likes the looks of the fancy gear the PCs own.

If Hama-Redi fears for his life or the life of Peeloh, he casts Mobility on Peeloh, then himself, then flees. They hide their tracks by walking on boulders, and avoid further contact. The Telmori continues his hunt, and later reports to his clan about the pack of lowland hunters he encountered on the Nangtali Plateau.

If either are killed or disabled, the other fights to the death to rescue the body. If driven away, it tracks the PCs at a safe distance, and ambushes them later when they are least alert and prepared. If unsuccessful, the hunter or wolf temporarily abandons his vengeance, and returns to report to the clan. At your discretion, the clan plots to take a lowlander life in revenge at the first opportunity, or immediately track and ambush the PCs in force.

If Hama-Redi and Peeloh are driven off but not seriously harmed, they shrug off the encounter as just the typical brush with death that is a common occurrence in Dorastor. They report to the clan, but see no need for revenge or other response.

The Feldichi Artifact

Once above tree line, Jarry's trail is easy to follow. He's making directly for the peak of Thunder Mountain. As his path leads up across Winnow Col, it suddenly diverges, leading across a snowfield to a depression and a small glacier on the northern side of the mountain. His footprints lead to the Feldichi Artifact, a curious structure like a wheelless wagon, partially exposed at the edge of the glacial ice. Jarry walked around the site and examined the artifact, then abandoned it to resume his climb up the mountain.

The device detects as magical. Spells like Analyze Magic reveal gross features of the artifact, but divining the subtle functions of runes and rune control is impossible (i.e., can only be done by offstage NPCs at your discretion). Discovery of the artifact's functions through trial and error is extremely unlikely, and therefore also at the GM's discretion.

This was a Feldichi utility aircraft powered by sun magic. There are no remains of its operators. All but tiny traces of original organic fittings (saddles, cushions, wooden deck and sides, undercarriage, etc.) are gone. The original design resembled a flatboat on skids, with a wood deck and sides. (At your discretion, a combination of Devise and Craft: Carpentry or Wheelwright might reconstruct the basic design from

evidences of fastenings on frame.) Only the granite platforms, control panels, and stonewire frame and cables survive. Though the artifact appears to be made of granite, it is in fact relatively light, weighing only 500kg.

Approximately 40% of the artifact is still buried in the glacial ice. Buried beneath ice or sediments for ages, the craft's magic stores faded. Now exposed to the sun, the granite storage blocks are once again full.

Can the artifact be made operational?

Theoretically, yes, with the following reservations.

1. The two basic functions of the craft are a flying vehicle and a heat pump:

As a flying vehicle the artifact cannot be repaired without miraculous research and restoration. (A flying device in the hands of PCs is a Bad Thing, and therefore Impossible.) If repaired, the craft would be the equivalent of a very slow, very maneuverable flying carpet; it has only a modest carrying capacity (two persons and about 200kg of gear). In daytime it has a practically unlimited range. At night it cannot be operated safely for more than a few minutes. Anyone attempting to learn to fly the artifact would do so at the GM's mercy and whim.

The artifact's heat pump function, however, can be restored by PCs. As a heat pump the artifact delivers heat through the stonewire cables. One end of a cable is fixed to the sun platforms. Heat is delivered to the other end of the cable. Cables may be attached to one another to form a long cable. The heat delivered to the end of the cable can be used to burn through rock or to heat water for tea, given a trained, experienced operator. This is NOT a ranged weapon! The tip of the cable gets hot like an electric range element, only lots, lots hotter. All trained, experienced operators have been dead for centuries. Player characters attempting to learn to operate the heat pump do so at the GM's mercy and whim.

2. Selecting the "On/Off" state of different rune functions depends only on contact. Subtle manipulations of rune functions requires varying degrees of contact on various portions of runes. Discovery of subtle function requires trial and error almost certain to result in excavation of a city-sized crater.

3. All functions are blocked by child- and thief-proof safety lock security (i.e., restrictive user conditions, code words, sequential procedures). This might be circumvented by exceptionally thorough trial-and-error or remarkable luck (i.e., at GM discretion).



4. The device only operates in daytime. Storage depletes rapidly and unpredictably in nighttime use.

The Artifact's Origin

Following established historical theory, the artifact is speculatively identified here as the product of the long-extinct Feldichi race. There is, in fact, no way of determining the artifact's origin, and it may in fact date from the Dawn Age, the EWF, the Gbaji Wars, or the God Learner culture.

The Artifact's Value

Even without knowledge of its functions, the artifact is worth a fortune to scholars or students of magical power.

The PCs could conceivably sell knowledge of the location of the artifact, or guide a prospective buyer to the site and leave removal to the purchaser. The GM should do everything in his power to make this difficult, because forcing the PCs to effect removal and delivery of the artifact is a far more entertaining challenge. Most prospective purchasers should either refuse to believe the PCs, offer only a piddling reward, or attempt to swindle the PCs out of their payment.

The artifact weighs 500kg, and has broken into ten major pieces, the heaviest being the two sun plat-forms, which weigh 150kg each, while the rest of the pieces are about 25kg each. Carrying these pieces through the wildernesses of Dorastor, or down from the Tobros Mountains and the Nangtali plateau, is an epic venture in itself. Further, a scenario of the PCs guarding a multi-cart expedition to get this out of Dorastor could be much fun. They do the fighting and guarding, while good Pelorian magi and peasants do the excavation and carting. It would be even more splendid to have the device, restored and repaired, appearing in the skies of the Empire under the guidance of Lunar wizards.

GM Notes: Though we have provided you with this cool artifact just for fun, the discovery of forbidden secret magical knowledge is known in Gloranthan myth as one of the causes of the corruption and fall of many civilizations. The God Learners, for example, were destroyed for tampering with magical secrets. This is a unique, isolated device, but if it were to fall into the wrong hands, and its functions were to be discovered, a new epoch of misconceived magic might begin on the eve of the widely prophesied Hero Wars.

Jarry's Judgement

Jarry's trail continues toward the peak over windswept rock, snowfields, and sheets of ice. At

1200m the trail enters the permanent mist cloud that hugs the peak, and the wind picks up. Suddenly the PCs are blinded by the wind and mist, their hearing lost in the roar of the gale, and their flesh stung by the bitter sting of the cold air. If not roped together, or holding hands, or otherwise in contact, the party may be scattered and separated, their voices lost in the howl of the wind.

Sensible methods and precautions permit the PCs to continue up the mountain. For example, if they proceed cautiously on hands and knee upslope, they eventually emerge above the cloud. Another method is to call for Orlanth's guidance. If the request pleases Orlanth, the PCs hear an indistinct voice in the wind; if they move in the direction of the voice, they emerge above the cloud.

At 1300m the PCs find themselves above the cloud cover, revealing breath-taking views of Genertela. (A flatland rather than a globe, Glorantha has no horizon, and the only barriers to views are obstacles, cloud and mist, and atmospheric diffraction and diffusion.) Take a copy of the Genertela map from Glorantha and show the PCs landmarks 400km away that are unnaturally clear, though tiny, as if seen with a Farsee spell. The wind is still sharp and cold here, but it no longer roars deafeningly.

Jarry's trail is clear before them, leading straight up a steep snowfield to the summit – a bare patch of wind-swept rock 20m in diameter. Close inspection reveals that Jarry entered this patch of rock, but no tracks lead out from the circle of bare rock. There is no sign of Jarry or his possessions.

A Special success in Human Lore recalls the story of a giant ram sacred to Orlanth whose mighty leaps from mountain to mountain span the width of Genertela. It is said that when Arkat entered Dorastor, he clung to the wool of such a ram, and thus bypassed the defenses of Nysalor.

Legend says that one standing on the peak of Thunder Mountain may speak to Orlanth directly, without the intervention of a divine spell. The legend is true, with some reservations. First, there is no guarantee that Orlanth will answer. Second, the more a question bears on the fate of Orlanth, his peoples, and his principles, the more Orlanth is likely to answer. Third, asking more than one question, or asking foolish questions, may be asking for trouble. (Orlanth is not famed for his patience.)

If a PC directs a question aloud to Orlanth (the PC must yell to make himself heard above the noise of the wind), that PC hears what sounds like a voice in the wind, replying to his question. In most cases, use the Divination divine spell as a model for the effects,

Feldichi Device

Player Diagram



Rune Panel Enlarged



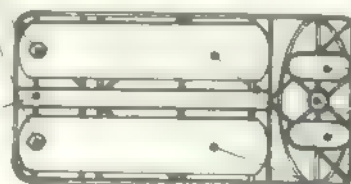
Rune Column Detail: Deeply etched runic patterns in high relief repeated on left and right of column. Traces of white paint in etched patterns.



Hexagonal Rune Panels



Stonewire Frame
Platform structures removed to reveal frame structure.



Seat/Saddle Platforms

Rune Column

Black Granite Slabs

Cylinder Containing 15 Three Meter-Long Flexible Black Granite Cables with Matching Fittings on Each End

Feldichi Device : GM Key

(Diagram Seen from above)

The Feldichi Device was a flying platform carrying sun-magic batteries which powered the craft and provided heat for a heat pump. The craft's frame and guidance is broken, perhaps beyond repair. The heat pump and batteries still function, though operations are guarded by a security command sequence.

Stonewire Frame The stonewire construction (spun white granite fibers fused into rigid cables) was originally polished, but now its rough crystalline structure is exposed by differential weathering. The frame is broken in many places and no longer articulated.

Seat/Saddle Platforms These were fastened to the frame with fused stonewire. Fragments of wood and leather suggest where padded seats or saddles were attached.

Black Granite Slabs These oblong slabs are massive (one meter thick) and, unlike the stonewire frame, retain their original glossy black polish. At 150kg each, they seem too light to be granite, but they are not hollow, just less dense than granite. These slabs collect and store elemental heat from sunlight. Energy stored here powers the flight of the aerial craft and the heat pump. Originally used for construction, excavation, and heating of remote dwellings.

Rune Column Manipulation of these runes guides the aerial craft. This function is NOT accessible to PCs!

Cylinder Containing Cables These stonewire cables may be fitted together and attached to lock fittings near the hexagonal rune panels. Heat appears at the end of cable during operation. NOT a ranged attack!

Hexagonal Rune Panel These runes control the heat pump. The four-armed rune is a security command sequence blocking all functions. The sequence is north-west-west-south-north-east-west-south-north (select any arrow arbitrarily as north). The other functions are, traveling clockwise, beginning with the concentric circles:

1. Recharge from heat battery (none available; control useless).
2. Temperature Level (linear analog range from -10° to +600° C.).
3. Solar Recharge, on-off, locks slabs into 12 hour solar recharge cycle (cannot abort).
4. Charge/Temperature/Recharge/Operation Cycle Display (lots of peculiar wiggly lines and pulsing colors appear in the air over the panel indicating function status; slabs are ancient and no longer hold a full heat charge).
5. Binding Enchantments Display (indicates conditions and binding status of heat elementals).
6. Emergency Binding Release (releases elementals from binding enchantments; panel loses all functions).



but remarkable queries or requests on matters close to Orlanth's heart may deserve special attention.

If asked about the outlaw Jarry, the voice in the wind says he has taken the man into his house. This ambiguous response may mean Jarry is dead, or under Orlanth's protection. The true fate of Jarry is left to the GM. (He may even be miraculously reintroduced to the campaign at a later date to take revenge on Moreall's *real* killer.)

Return to the Lowlands

The PCs may return from Thunder Mountain and the Nangtali Plateau without further incident, or, at your discretion, may have other adventures with the Telmori. PCs probably attempt to extricate the Feldichi Artifact from the ice; they may even attempt to bring part or all of it down with them.

In any case, they have significant news to report to Renekot and the council. Their report of Jarry's mysterious (or miraculous) disappearance becomes a hot topic of gossip. Some are skeptical, and suggest that the PCs were either careless, cowardly, or deceitful in failing to bring Jarry back.

The issue of Jarry is forgotten, however, as rumors of the contact with the Telmori and the discovery of the Feldichi Artifact leak from the council to the populace. The settlement and council are divided over whether to fortify in anticipation of Telmori raids, to hunt down the cursed chaos-tainted werewolves, or to attempt to make friendly contact with the wolf folk. Many have a superstitious fear of ancient artifacts, and warn that the impious study of such items doomed the Second Council and God-Learners to error and extermination. Other pragmatic folk suggest that such an item will bring a fabulous price from any of a number of buyers.

Earth Season

Local steads are busy with the harvest and with strengthening the sheepfolds designed to protect the flocks from cold weather – and wolves. Food for the winter is set aside and preserved, firewood stockpiled, and houses made secure against the coming cold and snow.

Depending on the PCs' contact with the Telmori, Riskland folk may worry about their defenses, contemplate a crusade against the chaos-cursed, or advocate friendly contact with the wolf people. The Soderfalls and Ranolfs fear and hate chaos, and the Soderfalls, as traders in wolf pelts, worry about trouble with the wolf folk. The Kalf worry about their

poorly-defended stead so close to the route down from the plateau. The Burisons favor a live-and-let-live policy, but do not approve of any plans to contact the Telmori.

This season's community project continues work on the palisade defenses at Burisonstead, which are at last large enough to shelter all the local families and most precious livestock (horses, oxen, cattle, etc.).

As Earth season draws to a close, outsiders begin to leave Hazard Fort for the civilized lowlands, and market and fort life returns to normal. However, if rumor of the discovery of the Feldichi artifact reaches outsider's ears, the PCs may be troubled by visitors and adventurers looking for guides to the site.

Part 5. Spider Eggs

The Argan Argar trader, Caspar Godsman, having learned of their experience with the inhabitants of Spider Woods, hires the PCs to get some spider eggs. Godsman expects to sell these eggs of giant spiders to trolls for thousands of bolgs. The pay Godsman offers is enough to interest even cautious, sensible PCs. (For example, Godsman may offer several pieces of metal armor – commodities almost impossible to find at any cost in frontier Riskland.)

The problems are considerable. First, the PCs must penetrate the defenses of Spider Woods and avoid patrols of male hunters. Second, they must discover where the eggs are – and they don't even know what spider eggs look like. Third, the eggs are 100 meters up in the tops of brood trees – a difficult climb even when not plagued by intelligent spider defenses. Fourth, the PCs have no notion of the abilities of female breeders.

Optimistic PCs may hunt for spider eggs. They may attempt a bold raid or a clever stealthy approach. They may try to communicate directly with the spiders, or capture an individual, planning to bargain for a few eggs. They may look to find and kill a female, hoping to find her pregnant. These strategies could work. They could also result in interesting and educational disasters.

Of course, *sensible* adventurers should show no interest whatsoever in Godsman's offer. The following narrative hooks must then be used to introduce the PCs to the action.

1. An aging scholar leading three heavily laden mules is seen heading west out of Frog River Gorge toward Spider Woods. This gentleman, Orellus Reddagen, is an Esrolian scholar-sorcerer planning to study the giant spiders here. He speaks only Esrolian



and a smattering of Tradetalk. Reddagen believes his sorcery will protect him from any danger. He is, in fact, a prodigious wizard; however, his powers are sufficient only to penetrate deep into the woods and thoroughly enrage the Spider Folk before they overpower him. He may not be persuaded to turn aside. He will offer to hire the PCs as guards, and can cheerfully lead them into desperate peril. Whether or not he is accompanied by the player characters, his intrusion into Spider Woods precipitates a series of raids by male hunter spiders on the Frog River Gorge settlements, and the PC stead, the closest to the woods, is the first to suffer. One of Reddagen's pack mules may wander up to an adventurer, giving a hint of coming trouble, or the first warning may be a swarm of spiders pouring out of the woods to attack the stead.

2. When Godsmen approaches the Soderfall gang with his offer, they accept immediately. Without consulting their neighbors, the Soderfalls plan to set fire to several big trees in Spider Woods, hoping to hunt for eggs after most of the spiders are roasted.

The PCs may learn of this clever plan in several ways. Perhaps a worried Vickta Klotman appears at the adventurers' stead, revealing the details of the plan and wondering why she hasn't heard from any of them since yesterday. Or Vickta may reach the adventurers with news of the plan only a few hours after the rest of the Soderfalls have left for the Spider Woods; she rightly fears for the consequences if the plan is executed, and pleads for the PCs to catch and stop them before it is too late. In any case, the adventurers are too late to prevent the Soderfalls from starting their fire, but just in time to risk their lives protecting the fleeing survivors from pursuing male hunter spiders.

Staging the Spider Attacks: Low-level adventurers will find ample challenge in repelling frontal attacks by three or four male hunters accompanied by 24+4d6 domesticated spawn and several swarms of wild spawn. (See "Encounters," pp. 63-65 for descriptions of all spider varieties.) Discovering that the male hunters can cast spirit and divine spells, and finding one or two male hunters protected by Countermagic 1, should make the PCs really nervous. Nonetheless, only the poison of the male hunters is desperately deadly, and their low POW makes them vulnerable to magic attacks. Furthermore, whenever possible the male hunters use web attacks and Webbing divine spells to take live hostages back to the forest. Such unfortunate victims may be rescued or ransomed with fancy magical treasures.

The first attack on mid-level adventurers may be just as described above. However, subsequent attacks

should be more formidable. Use stealthy magical attacks from ambush (particularly Webbing spells) to disable or weaken adventurers. Protect low POW male hunters with Countermagic spells. Dense forest blocks missile and spell line of sight and gives an advantage to the spiders' stealth and melee skills. The Spider Folk quickly learn caution when confronted with dangerous enemies, and lopsided adventurer victories may bring heavily-reinforced raids led by a shrewd female breeder.

Resolving the Scenario: The PCs may end up defending the Soderfalls and surrounding steads from invasions of vengeful spiders, or may end up protecting the Spider Folk and their trees against the pyromaniac Soderfalls. After two spider attacks are successfully repelled, the Spider Folk abandon their raids and choose instead to patrol their borders more aggressively. In any case, after two or three raids, the Spider Folk's desire to avenge the intrusion upon their territory is satisfied, and the raids cease.

Attempts to establish communication with the spiders may be successful if their territory is respected, and if handsome or magical treasures are delivered to the edge of the forest. In this fashion captive adventurers may also be ransomed. Without a shared language, true communication is impossible, but by gift and gesture the adventurers may demonstrate their willingness to honor spider territorial boundaries. Further, if the spider raiders are decisively beaten, a female breeder may attempt to communicate and negotiate, perhaps through gifts left near the stead or through communications with a captive. The more intelligent female breeder may be able to comprehend maps, symbols, and trading gestures.

Extraordinary schemes and powerful characters may devise a plan to successfully steal spider eggs. We don't think so, however, and leave the improvisation of such a scenario to the poor GM. It is conceivable that a female breeder might barter one or two eggs for a marvelous magical or artistic treasure. Any sort of magical crystal or metal, for example, or a splendid representational tapestry or sculpture might qualify. Godsmen happily pays up to four times the value of the goods traded for any spider eggs the PCs can deliver.

Dark Season

The first snow is early and disturbing, a heavy fall with big, wet crimson flakes. Divinations are ominous and obscure, warning of a flood of blood in the darkness. Game is suddenly scarce in the nearby woods.

The Frog River gorge steads plan to send dependents and children to Burisonstead at the first hint of trouble; a store of food is cached there. Volunteers



patrol the wildlands beyond the steads, occasionally ranging south toward Foulvale looking for signs of trouble. Many hoped that losses of sheep to wolves would decrease with the more vigorous patrols, but the losses continue unabated. A sheep's head is found displayed one morning on a sharpened stick in front of the Kalf steadhouse.

Seven feeble, horribly misshapen broos are killed near a stead south of Hazard Fort – the first sighting of broos since the colony was established. The Mad Dog Uroxi, inspired by the report, come early to winter camp in Hazard Fort, and cheerfully wager with inhabitants on the day the first broos are seen at the walls of the fort.

Part 6. Chaos Flood

Periodically the feral broos of eastern Dorastor have a baby boom caused by a peak rut. This is one of those years. A wave of ravenous juvenile broos spreads north and east from the Foulvale marshes. The juveniles broos themselves are numerous but little more dangerous than wild dogs, except for the diseases they may carry. However, the mature feral broos, scorpionmen, harpies, and other creatures that follow and feed on the juvenile broos are more dangerous.

Approaches to the Frog River gorge steads are partially protected by the Spider Woods, but the swarms of juvenile broos and those who feed on them first appear from the marshes to the south. The PCs and Soderfalls have some time to warn the other steads and have dependents and children sent to Burisonstead.

Is it possible to defend the flocks at the sheepfolds? Or must the PCs retreat to withstand the siege at Burisonstead? As the most capable fighters in the neighborhood, the PCs are placed in charge, and must plan and organize the defense, weighing loss of property against risk to lives.

Is the flood mostly spent by the time it reaches Frog River Gorge? Is it little more than a mopping up action, with a few tougher feral broos and harpies presenting the greatest threat?

Or are the woods literally awash with juvenile broos? Do tribes of feral broos and harpies take up residence in abandoned stead buildings?

The Frog River Gorge settlers look to the PCs to organize the defense, and to decide which steads or flocks can be defended.

In the first phase, PCs react to the flood of creatures. The main objective is to protect as much as possible, and at least the settlers, from the initial onslaught.

In the second phase, the PCs must emerge from their defensive positions to scout the territory. They find many minor nuisances infesting the steads, the sheds, the fields, and nearby woods. More dangerous creatures have found refuge in caves or steadhouses, and tactics must be devised to lure the creatures into the open where they can be exterminated.

In the final phase, the PCs think they have cleaned up the area, when they discover that a flock of harpies have taken up residence in the cliffs nearby, and are shrewdly preying on solitary livestock and settlers. Their refuge is high up on the cliff, outside of spell and missile range, and some method must be devised to either root them out of their cliff lair or to trick the cautious harpies into an ambush.

Once the PCs secure the Frog River gorge area, they visit Hazard Fort or receive a messenger with news. The fort has held secure, and loss of life has been kept mercifully low, but outlying steads have been badly damaged. The Mad Dog Uroxi and a handful of volunteers have left, headed east following the tide of chaos filth as it washes down the Erinflarth valley and out into Talastar.

Storm Season and Sacred Time

It's a hard Storm season. The snow is deep, the freezes hard, and the winds bitter. Firewood supplies run low, and work parties struggle through the drifts to provide each steads' needs. Game is scarce, and hunting parties range further afield for fresh meat.

One volunteer who followed the Uroxi returns to Hazard Fort with a maimed arm and reports from Talastar and Skanthiland. Rumors suggest that Hazard Fort and Riskland has been fortunate in lying outside the main path of the chaos flood. Fortified settlements like the Hold and Kendhall Fort have seen little trouble, but outlying steads were hit first by groups of scavenging feral broos and other monstrosities, then suffered more deliberate raids by wild broos tribes and scorpionmen. The heavy snows have prevented concerted offensive actions by the highland clans, and have made the foraging of the chaos stragglers all the more desperate.

The Council studies histories of past chaos epidemics for clues to future events, and thanemeets and council meetings deliberate policies and actions to guarantee the security of the Riskland settlements. Has this only been a minor disturbance, to be followed by more terrible creatures led by a great chaos hero like Undrandra in 1297 and Wowander in 1608?

The council decides to study the practicality of establishing a lookout on Nangtali Plateau, with a scheme of smoke signals and lanterns to signal



approaching danger. Volunteer outland patrols with swift runners are to be established in Sea season. These patrols will explore approaches from Foulvale into Riskland from the west and south, and study the possibility of defending those approaches. A deputation is formed to visit Dorasta Shrine, ostensibly to offer aid and mutual defense, but in fact to try to learn the secret of their safety from chaos attacks.

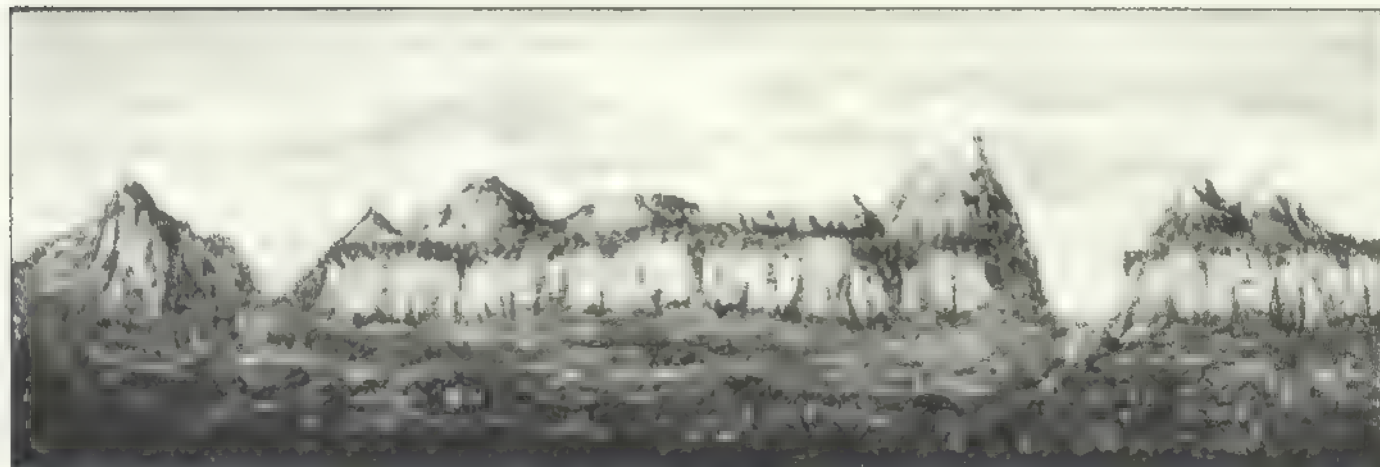
At one meeting Lomi Ulrood facetiously suggests an alliance with Ralzakark. After a grim laugh, discussion turns to the mutual defense treaty between Ralzakark and the Poisonthorn Elves. To most Risklanders such a treaty between Ralzakark and Riskland is unthinkable, but a treaty with the Poisonthorn elves might be another matter. Though no one thinks the elves willing to aid the defense of Riskland, some think that communication and an exchange of lore might be beneficial to both parties. The council considers various ways to approach the elves, and advertisements seeking an expert on elven affairs will be posted in Talastar and Anadiki in Sea season.

Extending the Campaign

It may take several game years in the comparatively sheltered Riskland setting before your campaign's

characters are advanced enough for wilderness adventuring and high-level scenarios in the rest of Dorastor. Many scenarios can be devised from the problems of defending the Riskland steads, while exploring the surrounding lands presents opportunities for contacts with societies like the rough hull clans of Skanthiland, the farmers of Dorasta Shrine, the Telmori wolf people, the Spider Folk, and the Poisonthorn and Hellwood elves -- even with the civilized and disciplined broo troops of Ralzakark. Larger Gloranthan themes like the struggle between the Lunar Empire and the Orlanthi cultures and the perils of seeking after forbidden knowledge may play themselves out against the backdrop of Riskland's settlers' struggle for survival in the frontier.

Riskland: Further Adventures in Dorastor, the next RuneQuest supplement in the Dorastor setting, will offer continuing adventures in the Riskland setting. *Gods of Dorastor*, another coming supplement, develops the mythology and history of Dorastor, and provides full descriptions of important chaos cults active there, including the cults of Thed, Malia, Bagog, Krjalk, Pocharngo, and others. Future supplements in the Dorastor and Talastar setting include adventure settings featuring vampires, scorpionmen and Ralzakark, King of the Broos.





The Frog River Gorge Steads

The stead assigned to the PCs is in the Frog River gorge south of Filament Falls where the river plunges 200m from the rim of the Nangtali Plateau. Hazard Fort is 20km downriver. Nearby are the Spider Woods, the Tower of Lead (30km), and Dorasta Shrine (40km).

Five steads are strung out along the valley in fertile bottomlands. Several kilometers of rocky, steep-walled gorge separates this group of steads from the Hazard Fort settlements. Settlers can raft timber down river in spring floods. Canoes and rafts are useful locally, but not through the gorges or far upstream. This microclimate is very cold in winter.

The settlers of Steads #1-4 are from civilized backgrounds, and have various craft skills that PCs can trade services for. They make terrible militia on expedition — but as warm bodies can be of some use in garrison or local defense. The Burisons are model settlers: skilled, organized, healthy, hard-working, and numerous. The Kalfs have lots of kids and few resources, and after the tragic deaths of father and eldest son, their distress is extreme, and seedy suitors pester the widow endlessly. The Ranolts are green but earnest like the PCs. The Soderfalls are a bunch of lovable losers — and the clan chief shifts the burden of shepherding them onto the PCs.

Burison House (Stead #1): Good farmers, voluntary immigrants, upright Orlanthi, solid sons and daughters, dependent but sage parents.

Vahn Burison (steadholder)
 Seria Burison (wife)
 Hainga Salis (Seria's aged mother)
 Ruddman Salis (Seria's aged father)
 Rovig Burison (eldest son)
 Yvonne Burison (Rovig's wife)
 Varik Burison (2nd son)
 Chelsi Burison (teenage son)
 Kikiki, Krogar, Argrath, Leena, Peyten, Dey, Imer Burison (assorted children)

Kalf House (Stead #2): Father and eldest son have disappeared. Widow Sarune is tough-minded, bossy, and able. Palebeak is honorable, fearless, protective, and incompetent. Young but solid sons and daughters, dependent parents. Religious refugees from Lismelder clan in Sartar. Four big hunting alynxes (hunting cats).

Barliman Kalf (missing/deceased husband)
 Sarune Kalf (wife): opinionated, forthright, thick-skinned
 Fodor Palebeak (duck outlaw and outcast adopted in Kalf steadhold): romantic, passionate, noble
 Califa Kalf (comely daughter)
 Androw Kalf (missing/deceased eldest son)

Botoli Kalf (aged father of Barliman)
 Genefar Kalf (aged mother of Barliman)
 Barienboim Kalf (aged but hale brother of Botoli)
 Starborn Kalf (young teen son)
 Krista Neely (adopted orphan child)

Ranolt House (Stead #3): Pavis-born city-bred carpenter and mason, outlaws accepting amnesty to save family, wife pregnant, two infants.

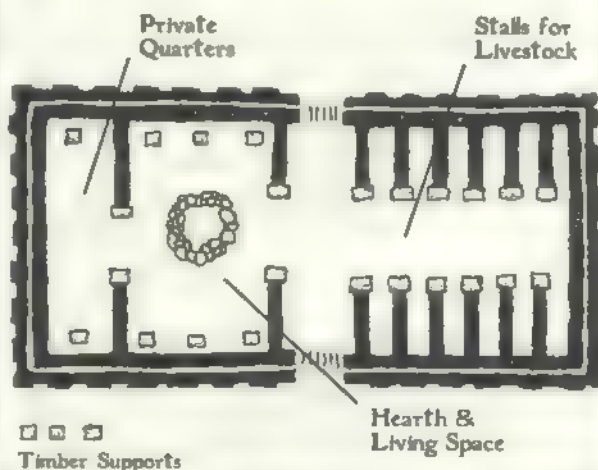
Estvanos Ranolt (steadholder)
 Perina Ranolt (pregnant wife)
 Peeti and Mona, two infants
 Rees Pennywort (leatherworker and outlaw friend)
 Nighton Shadow (former peddler and outlaw friend)
 Mikias Checka (farmer and outlaw friend)

Soderfall House (Stead #4): Thieves/gang members using stead as a front, hope to get rich on Dorastor's treasures. Bad and careless farmers, burden on the community. Conive to get steads in trouble. Hunt wolves and trade pelts to Caspar Godsmen. Get into and cause trouble; PCs have to deal with consequences. Nonetheless, as lovable and friendly as Bonnie and Clyde.

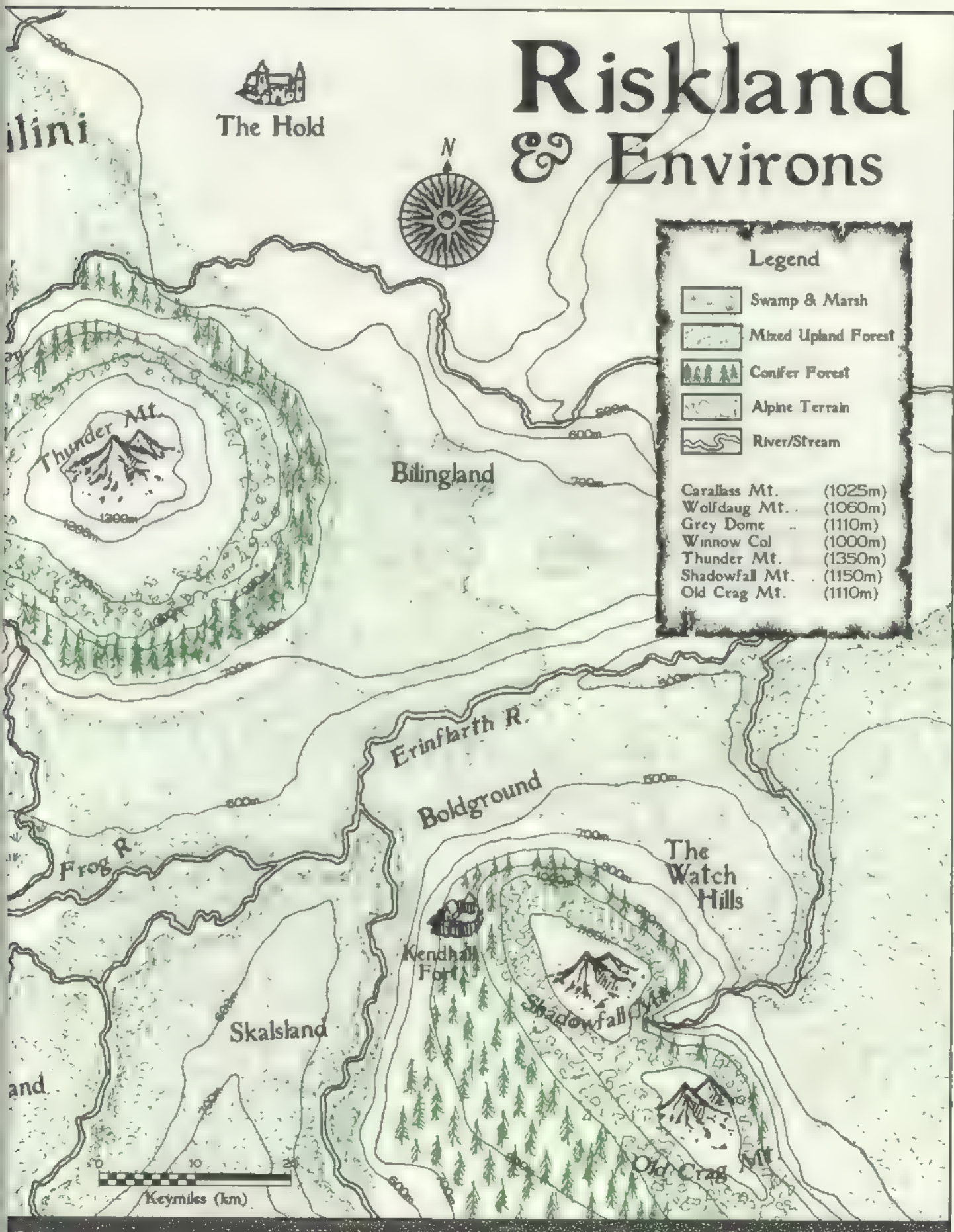
Vernan Soderfall (gang leader): quiet, dependable, pragmatic
 Linken Soderfall (younger brother): hot-tempered, rusty, violent
 Leka Treskia (Vernan's girlfriend): shrewish, attractive, impulsive
 Thorn "Preacher" Gillmaker (con artist): pious, craven, manipulative
 Havelceck "Deadeye" Coda: One eye is dead. Dry gulcher and pickpocket.
 Penmade Polestrike (silent nomad muscle): Speak poor Pavic. Old Prax bandit associate.
 Fennary Dawwner (silent nomad muscle): Speak poor Pavic. Young Prax bandit associate.
 Vickta Klotman (chubby housemaid)

Vacant Winna House (Stead #5): Soon the PC stead. The latest occupants, the Winnas, disappeared a season ago; the stead has been vacant all winter. Rumor says visitors found the Winna stead doors locked from the inside, and food still warm on the table — but in fact this is joshing the newcomers: nothing sinister or otherworldly occurred here. The Winnas ran the stead into the ground for two seasons, then sneaked off in shame, abandoning the stead and leaving Riskland. The steadhouse doors have been forced (by Telmon hunters), and there are wolf and moccasin prints in the ash around the hearth, but no other sign of outside visitors. The steadhouse, sheds, walls, and fields are in poor shape. Readyng the stead for Sea season will be hard work.

A Typical Steadholder's House









The Settlement at Hazard Fort

The Fort

The walls are 1.5-meter-high earth banks topped with a 1.5-meter-high palisade and fronted by a 1.5-meter-deep ditch. Five timber watchtowers and two gate towers provide unimpeded views of the cleared lands nearby. The wall does not enclose the fort on the river bank; plans for completing the enclosure have been delayed by bad weather, labor shortages, engineering problems, and poor drainage. Current plans include revetting the banks and digging drainage channels along the plank streets before completing the enclosure. A postern gate at the watchtower on high ground is also planned. Fort construction has been neglected lately in favor of land clearing and stead development.

The Chieftain's Halls

The Great Hall houses the chieftain and his household. Two other lesser halls are stable and storehouse

The Council Halls

The Council Hall hosts council meetings. The chief's household provides evening meals here for the chief and his thanes; chief, councilors, houscarls, and chieftain's householders are usually in attendance around the clan High Seat. A morning and evening meal are also available in the lower hall for clan dependents, visitors, and guests. Two other lesser halls are storehouse and guesthouse for important visitors; such are usually invited to join the chief at the high tables.

The Warrior Halls

Three halls house the houscarls and their dependents; the fourth hall is a stable

The Lightbringer Temple and Market Ground

Four long, low, connected roofed areas surround the central windcourt. The south hallway is broken by four entrances, and is open to the inner court. The east and west hallways shelter the shrines to the Lightbringers (Issaries, Chalana Arroy, Lhankor Mhy, Eumal, Vinga, and Ginna Jar), Ernelda, and Dorasta. These hallways are also open to the central court. The Orlanth shrine stands in the center of the open court. The north hallway is completely enclosed, and serves as residence for the temple staff and local healer's infirmary. Several hundred people can stand in the central court for Windsday and seasonal worship services; for larger groups worship is held outside in the adjoining market grounds.

Windsday markets are sponsored and licensed by the Orlanth temple and supervised by the Issaries cult. Local craftsmen and steaders sell foodstuffs, handmade goods, metalcraft, woodcrafts, and the popular local homebrewed ales and mead. Issaries, Etyries, and Argan Argar traders offer outside goods like weapons, armor, footwear, farm tools, wine, luxury foods and spices, and other items. When market is not in session, only the Argan Argar trade post offers goods for sale, and at a dear price. Locals usually refuse to pay such prices, so outsiders during Earth and Fire seasons provide most of the trade-post profits.

The Seven Mothers Shrine

The shrine is a large central hall flanked by two side halls attached by enclosed corridors. The west hall is an infirmary and shelter for the poor and residence for temple staff. The east hall is a hostel run for profit by the Etynes cult, and as close as Hazard Fort comes to having a tavern. In Earth and Fire seasons accommodations here are expensive and popular, and the food excellent. In other seasons the hostel is quiet, frequented mostly by broad-minded, prosperous steadholders. The chieftain, councilors, and well-to-do craftsmen and traders also come here from time to time, allegedly to show support for the Seven Mothers mission, but actually to sample the fine ale brewed by Musegg, a Seven Mothers initiate on the shrine staff.

Transient Tents ("Tenttown")

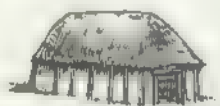
This piece of dry ground behind the chieftain's hall is the popular place to pitch tents. Some here are clan dependents at the chieftain's sufferance; others are new arrivals waiting for clan adoption or oathguests hoping to gain a steadhold

In Earth and Fire season Tenttown swells with visitors' tents. In winter the Mad Dog Templars pitch their tents here and brighten the locale with their cheerful, ebullient squalor. By Storm Bull standards tent life at the fort is unimaginable luxury, with ready access to abundant food, ale, and mead. Females of all ages and appearances avoid traveling within the fort without male escort when the Mad Dogs are in town for the winter.

Among the sorriest inhabitants of Tenttown are folk who have failed at homesteading. At present they are little better than debt-slaves or thralls. This element of Tenttown is Hazard Fort's primary source of unrest, criminality, and pathos. At best they can hope for a second chance in a new stead; promising workers may be indentured to a steadholder to work off their debt, and may come in time to be accepted into the steadhold. At worst they may be expelled from the clan by the council or sold as slaves to cover their debts. As a last resort, these poor might always join the Seven Mothers cult, and receive food, shelter, and clothing, but renouncing Orlanth and joining a Lunar cult is so shameful for most Orlanthi that they would rather be cast out or sold as slaves.

The Taxman's Rest

Marked by its shingle featuring a colorful depiction of a taxman's severed head impaled on a stake, this trading post and hostel is run by Caspar Godsmen, a fat, jolly Argan Argar Dark Troll acolyte, and Wilmar Darkdrake, a quiet, nasty Argan Argar duck initiate. The establishment is a bountiful source of hard cash and commodities for the settlement, and the proprietors are careful to maintain an appearance of propriety. Nonetheless, if a Renekot clansman is asked where he can obtain some illegal or immoral service or commodity, he thinks instinctively of The Taxman's Rest. These Argan Argar cultists shrewdly exploit the Renekot-Lunar treaty's explicit prohibition against exclusion on the basis of race or cult affiliation to assure the security of their operations, so long as they can avoid getting caught breaking laws. Godsmen is shrewd enough to avoid breaking the letter of the law while twisting it to his own ends, and Wilmar is usually under the firm control of his master Godsmen.



Chieftains Hall

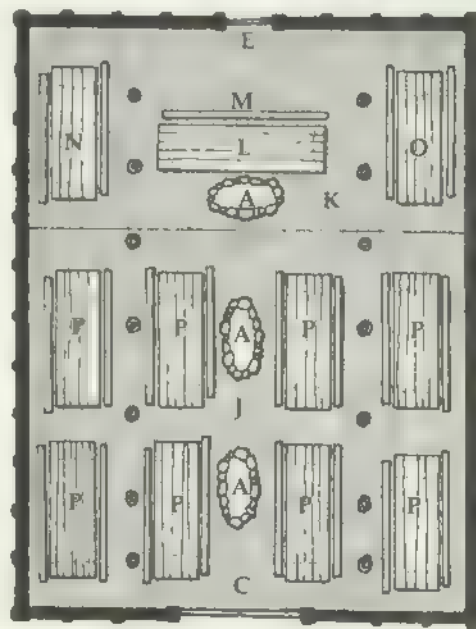
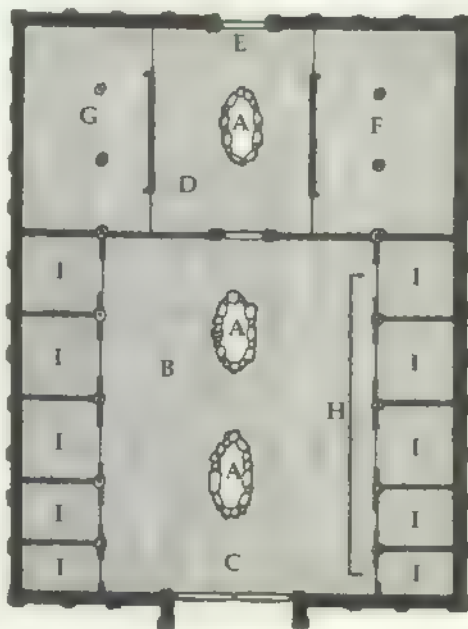


Council Hall



MAP KEY

- A. Firehearth
- B. Hearthhall & Living Space
- C. Front Entrance
- D. Chief's Hearth
- E. Rear Entrance
- F. Chief's Quarters
- G. Chief's Guard
- H. Raised Platforms
- I. Private Partioned Spaces for Retainers & Guests
- J. Low Hall
- K. High Hall (Raised Platform)
- L. Council Table
- M. High Seat (Chieftain's Seat)
- N. Chieftain's Household & Honored Guests
- O. Warrior's Table
- P. Tables for Oathguests, Dependents, & Visitors



People of Riskland and Hazard Fort

Renekot The Stone, Clan Chieftain

Cool, demanding, high-minded, manipulative.

Renekot's Householders

A old servant: inquisitive, protective, arrogant

Maslin: young serving boy: forthright, quiet, hero-worshipping.

Haraltee: young serving maid: detail-obsessive, fastidious, proper

E young initiate: entertainer and lawspeaker: shrewd, devious, ambitious.

Savard: forester: private, quiet, cautious.

Redman: herdsman: conscientious, tenderhearted, hearty.

Ryan: huntswoman: gruff, stolid, fair-minded.

Renekot's Houscarls

The clan's standing army, picked men from Hakon's Royal Guard, their loyalties were transferred to Renekot by his father as a clan founding gift. All Orlanth initiates, they distrust outsiders and adventurers, and are proud and sensitive to insult. Duelling and challenges are forbidden without the chieftain's permission.

Windlords

Berra Thenga, Chief of Houscarls (deliberate, high-minded, decisive)

Fenn Seihart (cruel, bitter, loyal)

Acolytes

Jarry (careless, mercurial, melancholy)

Rudd (clever, quick-tongued, charming)

Other Houscarls

Ruddman (bully, toady, resentful)

Hodman, **Nialla**, **Askari**, **Laughin**, **Woffheart**

Better Initiates

Thengred (lucky, cheerful, willing)

Vestin, **Svarra**, **Olmi**, **Ather**, **Hollin**

The Militia

In addition to the houscarls, Hazard Fort relies on militias for guard and patrol duty. A militiaman is on guard at the gate and at the river at all times. In times of war or chaos flood, the militia may be mustered. Depending on circumstances, neighboring steads may be evacuated to the Fort. The militia force is as follows.

Able-bodied of steads near Hazard Fort = 30 militia, 50 militia auxiliaries, in groups of ten, each headed by a steadholder or thane and under overall command of Berra Thengan.

Able-bodied of steads in Frog River gorge = 6 militia, 6 militia auxiliaries, one group headed by Vahn Burison. A PC may replace Burison as the campaign develops.

(See *RQ Deluxe*, *GM Book*, p. 41, for sample profiles of militia and militia auxiliaries.)

Craftsmen

Many Risklanders are skilled craftsmen, but these are the best-known masters

E (self-important, impatient, hot-tempered) busy with clan and chief work; apprentices do work for locals

Hall the Carpenter (amiable, deliberate, workaholic): friendly but overworked

Fleahy Igl (fisherman and boatbuilder)

Hamet the Charcoaler (also a passable brewer)

The Lightbringer Council

All are thanes and Rex initiates for the duration of council tenure. The first six positions are customarily assigned to ranking members of their cults. The steadholder member is chosen by chief, and confirmed by steadholders. This is a new council, with few traditions, most borrowed from Renekot's father's clan.

Interclan raiding and duelling are forbidden. Clan law grants the family, then the clan, ownership of a deceased clansman's goods — so long as the clansman died on clan lands or while in the muster or service of the chief and council; otherwise, finder's keepers. The clan does not insist on a 10% tithe of value of treasure found in Dorastor by clansman, stranger, or foreigner, though gifts to the clan and council are solicited and encouraged. (This is to encourage the trade generated by adventurers, which indirectly benefits the clan through hard currency influx.)

In its short history, the council has been apparently dominated by Heathbank's forceful leadership and oratory, but in fact controlled behind the scenes by Renekot through Berra Thengan, Soren Ashford, and Ashalla Cabble.

Heathbank Stormwind (strong-willed, narrow-minded, self-assured):

Orlanth the Chief aspect: Ranking Orlanth Thunderous, Storm Voice

Soren Ashford (accommodating, fair-minded, materialistic): **Isaries the**

Guide aspect: Ranking Guide Priest: of Ashfordstead

Eystin Forbeck (niggling, complaining, contrary): **Uthankor Mhy the Sage**

aspect: Ranking Sage Priest: of Forbeckstead

Ashalla Cabble (sadistic, impatient, challenging): **Chalana Arroy the Healer** aspect: Ranking Healer Priestess: old battleaxe with righteous sadistic streak; pain and suffering build character; contempt for sissies

Lomi Ulrood (ironic, selfish, conceited): **Eurmial the Thief** aspect:

Ranking Eurmial Initiate: deadbeat beggar and entertainer on dole; king of the gypsies; full of himself and his status as trickster

Berra Thengan (deliberate, high-minded, decisive): **Vinga the Adventuress** aspect: Ranking Orlanth Adventurous Wind Lord (leader of Houscarls)

Halbert Boldstar (self-important, ambitious, tenacious): **Ginna Jar the Collective Spirit** aspect: chosen by chieftain from steadholders to represent steadholders: of Boldstarstead

Clan Dependents

10-20 beggars, indigents, loafers, ne'er-do-wells, and hangers-on dependent on clan charity

Lomi Ulrood (ironic, selfish, conceited): king of the outcasts, self-appointed satirist and gadfly (also on the Council)

Wortford the Loafer (lazy, shiftless, pliable): a debtslave, cast out by family upon the clan; does just enough odd jobs and errands for all and sundry to avoid council censure and expulsion, but not enough to earn respect or friendship. After threat of expulsion, he has lately taken to working for Casper and Wilmar.

Karl One-Arm (nosy, sententious, nagging): old crippled veteran houscarl still in Renekot's house, but not active; officious busybody.

Scutleout (exploitative, sly, unprincipled) oathguest who avoided expulsion by joining Seven Mothers and serving in the shrine: a bad actor who uses his position to manipulate poor. His true name is kept hidden from everyone, even Mother Katharine



Prominent Riskland Temples

The Lightbringer Temple

In addition to the three resident staff, many initiates perform services for the temple, from cult and weapon training to maintenance and building. Soren Ashford organizes volunteer workers and administrators for worship and market days.

_____ (strong-willed, narrow-minded, self-assured): Priest
Luis, Acolyte (dullwitted, dogged)
Rappahenak, Acolyte (clever, irresponsible)

The Seven Mothers Shrine

_____ Teelo Non aspect, Priestess (compassionate, generous, kind)
Dee'Zola aspect, Acolyte (timid, shy, tongue-tied)
Etyries initiate (lazy, self-indulgent, analytical)
_____ Teelo Non aspect, initiate (naive, cooperative, energetic)
Yanafa, Tamis initiate (alert, perceptive, unambitious).
Kudder is the Empire's eyes in Hazard Fort and Renekot's clan, an open secret among the thanes.

Argan Argar Shrine

Called "The Taxman's Rest," this is more an inn and trading post than a temple, and the staff are opportunistic traders, entrepreneurs, money-lenders, and dealers in cunos (and slaves).

Caspar Godsmen (fat Argan Argar Dark Troll acolyte; opportunistic, exploitation, deceitful).

_____ (sinister Argan Argar duck initiate, violent, sensitive to insult, vengeful).

The Uroxi: The Mad Dog Templars

The Urox brotherhood is building a castle in the foothills north of Hazard Fort. They live in Tenttown as guests of the clan in winter. In other seasons, they live at the castle building site. Provisions are provided by the clan; in return, the Uroxi patrol the frontiers. This brotherhood has taken on the character of their leader, a lighthearted fellow touched by the Trickster. New initiates must abandon old family names and adopt a new use name. The brotherhood is like a religious order of berserkers – Mad Dog Templars, they call themselves, in mockery of Western Templar societies.

Peacock (easygoing, alcoholic, jovial), the ranking Storm Khan and spiritual leader

Rattler (temperamental, hot-blooded, mischievous), Storm Khan and close friend of Peacock

_____ (heroic, homicidal, childish), young, gifted newcomer Storm Khan

Pickbreath (friendly, curious, hard-working), most friendly and least crazy of Mad Dogs

Other Initiates: Halldog, Warmouth, Goldhand, Bloodbatter, Scumbag.

Riskland Transients

Adventurers, crusaders, scholars, and prospectors are drawn to Hazard Fort by tales of mundane and magical treasures, and by the prospect of mercenary employment — or protection rackets. In Earth and Fire season Hazard Fort has the atmosphere of a stereotypical wide-open Wild West town. During these seasons, the fort may have a transient population of 10-30 hardened veterans, naive greenhorns, inspired chaos fighters, and bookish scholars from all over Pelona and Maniria. Accommodations are expensive and hard to come by. Many simply pitch tents along the river or on high ground behind the clan halls. Though Renekot and the council are conscious of the strain these travelers place on the community, they tolerate, even encourage, these visitors, for the transients are an excellent source of hard currency for the clan.

Riskland Steads

The Bilini Settlers

The first settlements at Hazard and around Thunder Mountain were primarily adventurous, poor, or discontented Bilini, many of King Hakon's clan, but not a few of other Bilini and Skanthi clans. Even at the height of the Transportations, the Oca Orlanthi are a ways in the majority. Most steads are traditional bloodlines, and the stead name is the family last name. The fifteen largest steads on the best lands near Hazard Fort belong to Bilini settlers.

The Three Most Prosperous Houses

Boldstarstead (Halbert Boldstar, head, councilman for steadholders)

Ashfordstead (Soren Ashford, head; wealthy, up-and-coming stead, Appeasers, Lunar friends, contains ranking Issaries priest)

Folbeckstead (Eystin Folbeck, head; influential old family; contains ranking Lhankor Mhy)

Other Bilini Settler Steadholds

Hamaian, Grovenor, Ravener, Treereap, Narrag, Goodborn, Uread, Berk, Rereef, Orland, Stonefield, Coinman

The Exiles

The Exiles are the strangers and foreigners come to Riskland for political reasons, either for freedom of worship or as political criminals. Initially most are Orlanthi political criminals exiled from Pavis, Prax, Sartar, Tarsh, and Heortland and condemned to exile in Riskland for life. Later Riskland's reputation as a secure refuge for dissident Orlanthi (a reputation created to a large extent by Lunar promotional literature and propaganda) spurs voluntary immigration to the area. Dire reports by the Riskland settlers to the folks back home spoke of a land wild with chaos and overrun by indescribable monstrosities; these reports, however, failed to discourage orthodox Orlanthi immigrants who sought to preserve their religion and culture at all costs. Many of these steadholds are cobbled together from unrelated immigrants and exiles, and several last names may appear within the stead. Ten smaller Exiles steadholds are on poorer land near Hazard Fort. Five are 20-30km upstream from Hazard Fort in Frog River Gorge, a promising but remote and dangerous area marked for further settlements. The Council plans to build a small fort in this area, but the council seems to consistently allocate scarce resources for Hazard Fort projects instead.

Hazard Fort Area Exiles Steadholds

Windspear (Esah Windspear, head; leader and spokesman for the exiles faction)

Also: Pulsion, Goodwind, Cross, Blackman, Poistar, Caster, Seaeaf, Washingstone, Cotman

Frog River Gorge Exiles Steadholders

Bunson, Kalf, Randolf, Soderfall! (PCs will receive vacant Winna stead)

The Cult of Dorasta

Grain Goddess of Dorastor



I. Mythos and History

Dorasta is the local goddess of the land of Dorastor. Once she was powerful, but actions within Time have left her broken, worshiped only by a few loyal beings in a land of horror.

Genert and Gata were children of the Primal Earth, and formed two corners of the Earth rune. Genert fathered many goddesses upon his sister, and they are the land goddesses found everywhere. They gave their names to the regions of Genertela. Hence Ralia is the goddess of Ralios, Frona is the goddess of Fronela, and so forth. In Peloria, the daughter of Genert and Gata was called Pela or Pelora.

Pelora was one of the most generous and beautiful of the land goddesses, and Genert took her, his sister-daughter, to wife. The children of this union were the land goddesses of Peloria, including Oraya in the northeast, Erigia in the northwest, Rigtaina in the southeast, and Dorasta in the southwest. In the Green Age, Flamal found all the new grain goddesses and blessed them with his magic, so they produced many types of plants and covered the nakedness of the earth with greenery.

In times so remote they cannot be remembered, Dorasta took to husband a god whose name is lost. They created a race now unknown, but which were later called the Feldichi. They thrived for an age of peace and plenty, but during the Great Darkness both husband and race disappeared. Even the identity of their slayers has been lost.

When Flamal was slain in the Darkness, the grain goddesses all went into hiding for shame and woe. The monsters of chaos dropped from the sky, Genert was killed, and Gata was cracked. Pelora's children followed the Earth-Mother into sleep, and the land of Dorastor slept until the return of the Sun. Deep in a cave a sacred animal, the Wolfbear, hibernated as well.

With the end of the Darkness, a new world awoke. Dorastor was an empty wilderness until the coming of Kalasmas the Settler. One of his granddaughters, Vyrope, discovered the Cleft of Dorasta, and became the first priestess of the goddess. Thus was she awakened, and the land flourished for years. When the Second Council moved to Dorastor, and began the project of the Perfect One, she gained even greater respect and love for her ability to feed all of the people and gods there, and she was revered by all. One common myth of the period calls her Nysalor's wetnurse, though this may be interpreted allegorically, since Nysalor was never an infant.

With the razing of Dorastor by Arkat, Dorasta's preeminence came to an end. She was brutalized by the invaders; Arkat poisoned her waters and salted the land, leaving her at the edge of extinction. She survived when the land was cursed, for she slipped back into the Cleft of Dorasta, into the safe womb of her mother. After the Curse of Cleansing the land was lifeless, though the people of Skanthiland continued to speak to Dorasta through her shrine at the Cleft.

Dorasta is always pictured by her worshipers as a young woman holding a radiant baby or a basket of food. Her robes are dark green, edged in red, and her skin as brown as the soil. She is occasionally pictured as wounded or crippled, especially when depicted as the victim of Arkat's rape.

Dorasta's worshipers know that they will join her in Ty Kora Tek's Land of the Dead when they die. After a period of sleep and renewal, they will be reborn into the world, to live again. Funeral services are simple, with the priestesses saying words of comfort and hope as the deceased is laid to eternal rest in the earth.

As with other Grain Goddesses, Dorasta is associated with the runes of Earth, Plant, and Harmony.



II. Cult Ecology

Dorasta is the special goddess of the land of Dorastor, including Bilini and Skanthiland, and is sometimes called the Grain Goddess of the land. She is worshiped by farmers and other folk who live close to the land. Because of the close proximity of chaos to her people, she has many protectors among the local cults and natives, and in return she provides her bounty to them and their fields. Her cult must ever be on guard against corruption of the land by the forces and powers of chaos. Reclaiming of land within the borders of Dorastor is a priority with the cult, but is often difficult because of the chaos taint in the land and water themselves.

Among the primitives of Skanthiland, Dorasta is just another spirit, more friendly than most. To the civilized farmers of Bilini, however, she is the source of their life and bounty, and is revered above all other goddesses. As with all of the land goddesses, the polluting forces of chaos are hated, but Dorasta's proximity makes this hatred more immediate than in most lands.

Dorasta's holy days are the same as for her mother Pelora, and the other major earth cults of the world: Clayday of Fertility week in each season. Her highest holy day is in Earth Season.

III. The Cult in the World

Dorasta's worshipers share the livelihood and philosophy of their mother Pelora. As mere farmers, they rarely have much political influence. However, the priestess of Dorasta holds much power, for she is loved and respected by all of the people of Bilini, even those from the Lunar Empire.

There is only one shrine to Dorasta in her homeland of Dorastor, the Dorasta Shrine. It is a place of peace and sanity in a world of horror, and many protectors remain there to defend the holy spot. Because of its situation within the Cleft of Dorasta, the shrine functions as a minor temple, and all cult spells are available.

Other shrines are found in Bilini, and even two minor temples. The shrines teach Bless Crops. Each shrine is tended by a single acolyte, who is also a farmer (or often a farmer's wife). The minor temples have several acolytes on staff, and each has a priestess of Ernalda who serves as priestess of the cult. The acolyte of Dorasta at the Dorasta Shrine is the cult's only true priestess, and she is the spiritual head of the cult. Her authority on most matters exceeds that of the Ernalda priestesses.

IV. Initiate Membership

A person whose parents were both initiates of Dorasta, Ernalda, or another grain goddess can automatically join as an initiate. If both parents were not initiates, the applicant donates 100 lunars worth of food and passes the usual test, showing proficiency in Ceremony, Craft (Farming or any natural substance), Plant Lore, Search, and World Lore. He or she must sacrifice a point of Power to Dorasta.

Initiates of the Dorasta have no time requirement (though many donate time), but must give 1/20th of their harvest to a priestess or acolyte. He may not become a shaman or sorcerer, and may worship no chaos thing. He is accepted as an initiate at the shrines of all other grain goddesses. In turn, the local worshipers of Urox and Orlanth will protect the initiate and his crops, and the local acolyte or priestess will cast Bless Crops upon his fields.

An initiate may sacrifice for Dorasta's spells on a one-use basis, and may learn Spirit Magic from the cult in exchange for loyal service or donations. He gains access to normal Divine Intervention, but only when on Dorasta's lands (Dorastor, Bilini, Skanthiland).

Spirit Magic: Heal, Second Sight, Shimmer, Vigor

V. Acolyte Membership

Dorasta's acolytes serve most of the needs of the cult. They cast Bless Crops on worshipers' fields, officiate at weekly and seasonal services and festivals, and provide comfort, healing, and advice to the initiates. They call upon Dorasta when the first seeds are planted, and dedicate the first part of each harvest to Dorasta. They are usually farmers or the wives of farmers, and are loved and revered by the people. They usually collect offerings for the cult, which are delivered either to the priestess at the Dorasta Shrine or to one of the Ernalda priestesses at the temples.

An initiate of Dorasta who wishes to become an acolyte must have served the cult for two years. They must meet all of the requirements of priestesses (see below), and must roll under their POW x1 or less on 1d100, plus 1 percentile for every 100 lunars donated to the cult. There must be a need for an acolyte, which only occurs when another acolyte dies or retires, or when the land is reclaimed from Dorastor for farming.

Dorasta's acolytes have all of the normal benefits of acolytes. They need give only 20% of their time and income to the cult, and in return gain access to reusable Divine spells. They are accepted at the shrine of Dendara, Ernalda, or any grain goddess as an acolyte.



VI. Priestess Membership

Dorasta's priestess must meet the usual requirements. She must be a woman and have given birth to at least one healthy child. She must have been a faithful initiate or acolyte for at least five years, and must pass the Test of Holiness, simulated by rolling under her POW x3 or less on 1d100. There must be a need for a new priestess, usually only if the priestess at the Dorasta Shrine dies or retires, or one of the Ernalda priestesses does the same and is not replaced.

A priestess of Dorasta must give 50% of her time and income to her cult. She must officiate at her particular goddess's shrine whenever necessary. She is subject to certain demands of the local protectors (Urox and Orlanth), amounting to healing and blessing of cropland. She must succor and bless her congregation and the local protectors, and in return may call upon the protectors for protection and help in times of distress, which are fairly common.

Dorasta's priestess is accepted at the shrines of other grain goddesses, and can renew or sacrifice normally for spells there. She is also welcome in any temple of Dendara or Ernalda, and is welcomed as an acolyte of those religions.

Common Divine Magic: Command Cult Spirit, Divination, Excommunication, Extension, Heal Wound, Mindlink, Sanctify, Soul Sight, Spellteaching, Summon Gnome, Worship Dorasta

Special Divine Magic: Bless Crops, Command Pig, Command Gnome, Regrow Limb

VII. Subcults

The Wolfbear

This sacred beast is apparently a child of Dorasta, which rested with her during the Darkness. When she awoke, the beast remained in hibernation, although prophecies of its awakening are becoming more common. It is a special foe of chaos, and people look to its coming more and more to save them from the growing horror of Dorastor.

Tobros

This child of Dorasta was born in the Golden Age. He rapidly grew to the size of a mountain. He was stung by Bagog, and laid to sleep beneath the peaks which bear his name until a cure could be found for him. The load of rock he was carrying fell, and formed the Seven Hills. He provides the spell of Earthmight to Dorasta's priestesses, who may only cast it on a worshiper of one of Dorasta's protectors.

Earthmight

2 points

touch, temporal, stackable, reusable

The recipient of this spell will gain 1d6 STR and 1d6

SIZ spell used, with no upper limit. It takes a full minute per point of spell used for him to grow to full stature. The spell is only effective as long as he is in contact with unworked earth or stone. If he ever loses contact with the ground, or after 15 minutes in any case, the spell will end, and he will return to his normal stature within one minute.

VIII. Associated Cults

Flamal

Flamal, beloved of all the grain goddesses, is celebrated every winter and spring. In winter, the goddess mourns his passing, and prays that he will return quickly. In spring, the return of plants is celebrated as the return and beginning of life. He gives Dorasta his Bear Fruit spell.

Orlanth

Orlanth is one of the local Husband-Protectors of the local earth worshipers. His followers are ritually obligated to protect Dorasta's worshipers from danger, especially the ravages of chaos. He provides his spell of Cloudcall to Dorasta's priestess. In return, she and her acolytes will cast their Bless Crops spells on Orlanthi fields, as they are available.

Urox

Urox is the other local protector of Dorasta, attracted to the area by the forces of chaos. His worshipers have little need for Dorasta, but she has great need of him, and his ritual obligation to kill chaos includes protecting her. He provides his Impede Chaos spell. In return, Dorasta's worshipers provide free healing to the Storm Bulls, especially of wounds gained fighting chaos.

IX. Miscellaneous Notes

The Cleft of Dorasta

The Dorasta Shrine was built within the Cleft of Dorasta, first discovered by Vyrope, who became the first priestess. It is from here that Dorasta's spirit rises during worship services, and where she is easiest to contact. Sacred vapors rise from the Cleft, and the priestess of the shrine is often an oracle as well. Her foretellings are usually limited to birth prophecies, and the priestess (assisted by an acolyte and the child's mother) will sometimes receive a short phrase or vision of the child's future. It is common for children to be brought to her prior to their first birthday, for no prophecy has ever been given to a child older than that.

The Cult of Telmor

Father of Wolfrunners



I. Mythos and History

Hykim and Mikyh are the founders of the Animal Tribes. They had many children, the last of whom was the Mother of Mammals. She in turn had many children, including Fralar, god of carnivores. His greatest child was Telmor, Father of Wolves. His people are known as Telmori, and also as Wolfrunners.

There are few tales told of Telmor from the Godtime. Both the Telmori and the dog-people of Balazar recall an encounter between their deities. The results of this fight are unclear, but the two peoples have an undying hatred of each other, even though they have had no contact for centuries. The cat people of Dragon Pass have a story of how their god defeated Telmor and scattered his tribe, though Yinkin lost his tail in the process. The Telmori in turn have their own story (similar to one told by the Balazarings) of how their deity chased the First Cat, and eventually caught (and ate) it.

Telmor is typically portrayed as a stylized wolf, or less frequently as a human with a wolf's head in the tattoos which are the pictorial art of the wolf people.

Members are reborn into the cult as Telmori hsunchen again, perhaps as man, perhaps as wolf. Dead Telmori are exposed to the elements in their favored hunting grounds. Wolves never feast on Telmori remains, but guard them from scavengers.

Telmor's primary runes are Beast and Motion. The rune of Chaos is also associated with the worship of those Telmori tribes whose ancestors followed Nysalor.

II. Cult Ecology

The Telmori know that a long time ago there was no difference between the four-legged and two-legged members of the tribe. When the first other people met the Telmori, they called the two-legged members

men instead of wolves. The Telmori still believe themselves to be two-legged wolves, and the sons of wolves, and recognize that all wolves are their brothers. They know that other men may look the same as them, but that they were made differently, and are not truly related to them.

The entire social life of the Telmori is tied to their wolf-brothers. Telmori live and hunt with wolves, and their children play with wolf cubs. The cult provides a link with their ancestors and brothers across the world. The advance of civilization has forced the cult into a secondary role in most lands, often to the point of extinction or permanent outlawry, but they have forced a place for themselves in the world. As such, they are one of the most successful hsunchen tribes in Glorantha.

The Telmori are very much a tribe alone in the world, with few allies or friends. Even in Dragon Pass, where they are counted among the tribes of Sartar, they are feared and hated by their neighbors, and live a life of relative secrecy. They are disliked for their tendency to hunt indiscriminantly in other peoples' lands. They are feared because they are werewolves, and they are commonly believed to be tainted by chaos and to eat human flesh when in wolf form. The Telmori themselves hold only disdain for most folk, especially the soft city dwellers, conveniently ignoring the fact that it was those same "soft city dwellers" who harried and chased them across the world. They do not get along well with other hsunchen tribes (most of whom are considered as prey animals to the Telmori), but hold permanent rivalries only with the dog-people of Balazar and the cat-people of Dragon Pass.

Holy days are on Wilddays, when the beast-forces are strongest. On that day, because of Gbaji's curse, Cursed Telmori must assume wolf-form from dusk until dawn. The Wildday of Motion Week in Storm Season is the high holy day for the cult and the tribe.



III. The Cult in the World

The Telmori are almost unknown in most lands of Genertela, the result of their centuries of forced migration. Isolated families are known in Fronela, but wisely hold to the hills; no one knows exactly how many of them are there now, and some people worry that they have increased their strength almost to their old levels of the First Age. The fortunes of the Telmori tribe of Dragon Pass rise and fall as the result of their wars with the other local tribes. They are still part of the Kingdom of Sartar, but were almost decimated when the Lunar Empire came, since the Sartarites all but annihilated the Maboder tribe, which was loyal to the Lunars.

The only place where the Telmori hold major power is in the land of Dorastor. They have lived for centuries on the Nangtali Plateau. They hunt in Dorastor, Anadiki, and Bilini, but avoid provoking retaliation by their settled neighbors. When they are hunted, they retreat into Dorastor, where they are skilled at survival.

All adult Telmori have a companion wolf called "wolf-brother" of greater intelligence and size than ordinary wolves. This wolf is gained as part of the initiation rites for men and women both. If the wolf dies or is killed, another may not normally be gained. The personal power of all members is determined in part by the power of their companion wolf, and so a small warrior with a huge wolf brother may rank higher than a more powerful warrior who has lost his wolf.

The shamans of Telmor interpret the will of the god. They invoke Telmor's aid in seasonal ceremonies, and dedicate part of the kill to the god. They have no direct authority over the tribes, clans, or their leaders, but their opinions carry great weight. In clans supporting more than one shaman, each has his say in policy, but the most powerful shaman has the greatest influence.

Each Telmori tribe and clan has its own sacred sites where seasonal ceremonies take place. Many Dorastan Telmori clans are large enough to qualify as at least a Minor Temple. Shrines teach Wolf's Head.

IV. Initiate Membership

All wolves instinctively worship Telmor as their ancestor, without any chaotic connection. Adult wolves are considered to be initiates of the cult, explaining why even small clans often support Minor Temples.

Everyone born of Telmori parents is believed to be a wolf, and automatically part of the religion.

Marriage with an outsider is considered to be bestiality, and is forbidden on pain of death. At adulthood, the Telmori becomes a full member of the tribe. Telmori extend guarded hospitality to Telmori of other tribes and clans, although personal actions determine relations in the long run. Thus, a Telmori from Dragon Pass might be accepted among the Telmori of Ralios, unless he committed some crime or vile deed. Exile from Telmori tribes is fairly common, and such exiles are not accepted into other Telmori tribes.

Those not born into the tribe must be adopted before they can join the cult. The ritual transforms the candidate's spirit into a wolf's, though his form remains human. It is very difficult, and often results in the candidate's death. It is possible to succeed even if the candidate dies, thus guaranteeing rebirth as a wolf or human Telmori in the next life.

A candidate for adoption in the tribe must have performed some great deed for the tribe, its chief, or a Telmori shaman. He must have Animal Lore and a Weapon Attack at 50% or better, and must roll under his POW x3% on 1d100. If he succeeds, he has been accepted by Telmor, although he must still roll under his CON x5% or die in the process. Candidates who fail the POW x3% roll must roll under CON x2%, or they also die. If the ritual was successful, the candidate gains his companion wolf during the adoption, which is also an initiation ritual.

Initiate duties and tithes of service and goods are set by the tribal shamans, and are usually 10% of both time and income. Initiates can purchase or cajole training in skills from their leaders, and are taught magic by the tribal shamans; all Spirit magic spells are available. Initiates are encouraged to sacrifice for one-use spells of their religion. Warriors always receive the best magic and training available, since they protect the tribe from their many enemies.

V. Wolf-Warrior (Acolyte) Membership

Wolf-Warriors are the elite warriors of the cult and tribe. They have proven themselves in battle, and fill all positions of power within the tribe, including the chief. Telmori who hire out as mercenaries are led by one or more Wolf-Warriors.

To be accepted for this status, a Telmori of either sex must be at 50% or better in Animal Lore, Bite Attack (wolf-form), Ceremony, Dodge, and World Lore. The candidate must be a werewolf, or must have assumed full wolf-form at least once by having the cult spells cast on him. He must have performed great feats for the cult, and must roll under his or her



POW $\times 1\%$ on 1d100. If the roll is failed, the initiate may not try again for a year.

Wolf-Warriors are also acolytes, and so they can gain reusable Divine spells. They command initiates of the cult, but must obey the commands of the shaman without question; they may not become shamans. Their duties and tithes are set by the shamans, and usually amount to 50% of their income and 10% of their time.

VI. Shaman Membership

Telmori shamans attain their status normally. The Horned God always appears with the head (and often body) of a wolf, though he bears horns. The fetch of a Telmori shaman always takes the form of a wolf.

Non-Telmori shamans who are adopted into the tribe may not become shamans of Telmor, but instead serve among the Ituvani, which means "god-makers." Along with those few Telmori shamans who reject the path of the god, and attain shamanhood independently, they devote their time to summoning spirits, strengthening their POW, and making magical tattoo enchantments for the Telmori warriors.

Telmori shamans deal mainly with animal spirits. Spirits of wolves are always friendly, and other carnivores are usually at least neutral. Spirits of prey-animals such as deer, sheep, and goats will be neutral at best, and are often hostile. Other animal spirits are usually neutral, but dog-spirits and cat-spirits are always hostile. Non-animal spirits are also hostile in most cases, and will refuse to cooperate with the shaman.

Telmori shamans are priests as well, and can learn reusable Divine magic from Telmor.

Common Divine spells: Sanctify, Worship Telmor

Special Divine spells: Speak With Wolves, Wolfhide, Wolfrunning, Wolf's Head

VII. Telmor Special Divine Spells

Speak With Wolves 1 point

voice range, temporal, nonstackable, reusable

The caster of this spell may speak with any wolves within range. Fast Talk and Oratory can be used if the target needs convincing. The spell does not instill any intelligence in the beast, and so it can speak only from its natural awareness.

Wolfhide (Transform Body) 2 points

touch, temporal, nonstackable, reusable

This spell causes the target to grow a tail, to sprout a

coat of grey fur, and to gain partial immunity to damage, like a werewolf. Only magic, fire, iron, or pure (runic) metals will harm him. If an ordinary bronze sword with a Bladesharp 3 spell is used against him, for example, only the Bladesharp would do damage. If the whole blade were enchanted, such as with a Truesword or Fireblade, the entire damage rolled (except for any damage bonus) would count. Poison still affects him if his skin is penetrated. He still needs oxygen, and can be asphyxiated or drowned.

When cast on a normal wolf, the spell will have the same effect, with the wolf's natural armor defending against any damage. If cast on a werewolf in wolf-form, it will increase skin armor by 2 points. This spell may only be cast upon an initiate of Telmor.

Wolfrunning (Transform Limbs) 3 points

touch, temporal, nonstackable, reusable

This spell turns the target's limbs into those of a wolf, and permits him to run on all fours. His Sneak skill and all his Agility skill percentages (including Dodge) are doubled. His running speed increases to 7. He loses his hands, and so cannot perform any Manipulation skills.

When cast on a wolf (or a werewolf in wolf-form), all Agility skills and Sneak are doubled, as above. Running speed also doubles.

This spell may only be cast upon an initiate of Telmor.

Wolf's Head (Transform Head) 1 point

touch, temporal, nonstackable, reusable

This spell turns the target's head into that of a wolf. He gains a Bite Attack of 50% plus his Attack modifier, doing 1d8 damage plus his damage bonus. This Bite Attack can be used in addition to normal attacks and parries, though it must be used 3 strike ranks apart from any other attacks. The chance to hit can be increased by experience.

The target's Track skill is increased by 25%. He may still speak, but all attempts at talking must succeed in his Speak Telmori skill level, due to the difficulty of forming words with a wolf's mouth, tongue, and vocal tract. He may not speak with wolves without also casting the appropriate spell.

When cast on a wolf (or a werewolf in wolf-form), the spell doubles Bite damage. Strike rank, damage bonus, and attack chance are all unaffected.

This spell may be used at any time. It can only be cast on Telmor initiates.



VIII. Subcults

Spirit of Reprisal

The cult of Telmor has no Spirit of Reprisal. Members who commit heinous crimes or vile deeds (such as murder, eating a Telmori or wolf, or using foreign magic) are exiled from the cult and the tribe. Telmor will make this known to all Telmori shamans, so that if the outlaw meets another band of Telmori, they too will send him away. Even the individual's beast brother will turn against him.

Only two crimes are punishable by death, and those are bestiality (having sex with anyone not of the Telmori) and murder of a shaman, chief, or one's own beast brother. Those who commit such crimes will be hunted until they are dead; the Track skill of all hunters is doubled by Telmor for the duration of the hunt. If the apostate was a Wolf-Warrior or shaman, any wolves encountered will always attack him, and the Track skill of all hunters is tripled.

IX. Associate Cults

Mother Mammal

Mother Mammal is the ancestress of all mammals. She provides to her grandson her spell of Transform Self.

Transform Self

2 points

touch, duration 1 hour, nonstackable, reusable

This spell must be stacked with all three of the cult Transform spells — thus, it must be cast with Wolfhide, Wolfrunning, and Wolf's Head. When these spells are combined with Transform Self, the user bodily transforms into a huge, semi-divine wolf. All of the spells have full effect and, additionally, last for a full hour instead of fifteen minutes. All of the normal abilities of a wolf become usable by the caster for the duration of the spell.

When cast on a wolf (or a werewolf in wolf-form), all of the beast's characteristics are raised by 3 points.

X. Notes

Werewolves

Contrary to popular belief, every Telmori is not a werewolf. The Cursed Ones, descendants of those who served Nysalor, have lost control over their bestial nature and involuntarily become werewolves from dusk to dawn of Wildday. Such members may also change voluntarily into wolves through Telmor's

divine magics. The Pure Ones, descendants of Telmori who refused Nysalor's creed, are not werewolves, and do not involuntarily turn into wolves on Wilddays, though they may assume wolf form through divine spells.

Days of the Week

The phases of the Red Moon follow a weekly cycle. Because Wildday (when all werewolves must transform) is the Full Moon day in the Lunar Empire, werewolves and the Telmori have become associated with the Lunar cycle in the mind of the common man, especially among enemies of the Moon. This is a misconception, although perhaps not a coincidence.

Freezeday	Crescent-Go Moon
Waterday	Dying Moon
Clayday	Black Moon
Windsday	Crescent-Come Moon
Fireday	Empty Half Moon
Wildday	Full Moon
Holyday/Godsdays	Full Half Moon

Wolf-Brothers

The Telmori possess a breed of wolf which is larger and more intelligent than the norm. They are raised from birth, and the two races treat each other as one for most purposes. The Telmori hunt and live with these wolves, and each adult member is the blood-brother or -sister of a particular wolf. These wolves have the following stats:

Telmori Wolf-Brothers

char	avg	
STR 3d6+8	16-17	Move: 7
CON 3d6+3	13-14	HP Avg: 15
SI2 2d6+9	16	FP Avg: 30
INT 8 (fixed)		MP Avg: 13-14
POW 3d6+3	13-14	
DEX 2d6+10	17	Hit locations as normal wolves

Weapon	SR	Attack	Damage
Bite	8	35 + 11	1d8+1d6

Skills: Dodge 35 + 4, Track 80 + 2, Sneak 50 + 1, Hide 25 + 1
Armor: 3 point fur



The Path of Illumination

The Mystical Teachings of Nysalor



Illumination

The philosophy of Illumination is one espoused by various Gloranthan cults, schools, and individuals. Though associated with a divine being or beings variously identified as Rashoran, Nysalor, Gbaji, and sometimes Arkat, Illumination is not strictly speaking a cult. Illuminates have no initiates, acolytes, or priests. There are no worship ceremonies, and no spirit or divine magics are available for believers. Neither Illuminates nor scholars agree on the basic tenets of the philosophy, nor do they agree on the practices and special gifts sometimes attributed to the philosophy's followers.

Mythos and History

Some say that a god called Rashoran, who was either the last of the gods born, or the first of the chaos creations, was the first to develop and teach this philosophy. He is said to have been killed by the god of entropy sometime during the Great Darkness.

Near the end of the First Age, the mortal races successfully built a new god, Osentalka, "The Perfect One," later also called Nysalor, "The Bright One." By the latter title he was worshiped by the peoples of Peloria. In western Genertela, the divine being came to be called Gbaji, a vulgar word meaning "The Deceiver" or "Damned Liar."

The new god and his disciples, commonly known as Questioners or Riddlers, spread their version of this philosophy across much of Genertela, since, except in Kralorela, most of Rashoran's teachings had been long since forgotten.

Arkat Humaktsson the Liberator fought a great war against Nysalor and his followers, spending three generations in the task, and in the end leaving a trail of cinders across the continent before his final victory. Almost all believe the god was destroyed. Some dispute whether the cult and worshipers might have survived the death of its god, but all agree the

philosophy of Illumination survived. Some contend that worship of Gbaji continued in secret from the First Age to this day, while Nysalor is publically revered in today's Lunar Empire.

In the Third Age the Red Goddess undertook a great path and in her journey sought passage beyond an empty shadow on the Spirit Plane. She engaged it, defeated it, and in the process became Illuminated by the god Nysalor. Since then, the beliefs of the cult of Nysalor, including the philosophy of Illumination, have become integral to the cult of the Red Goddess. As a result, the philosophy has spread throughout Peloria, and a number of different cults and schools exist, each espousing its own particular philosophy of Illumination. In the Lunar Empire, the philosophy is widespread among worshippers of the Red Goddess, the Seven Mothers, and the White Moon, and flirted with by many others.

Rarely is Illumination openly professed, so reckoning the scale of its influence is highly speculative. Most common in Peloria, Illumination is known throughout Genertela, most notably in Kralorela, Ralios, Jrustela, and Vralos as well. The Near Ones or Friends of Pamaltela are also thought to be Illuminates by some.

The Nature of Illumination

An Illuminate is one that has gained special insight into the universe. This insight always completely alters that individual's perceptions and powers, as well as the way he views the world. The insights of Illumination are gained through many methods, the most widely known being the study of the Nysalor Riddles. Mystical apprehensions gained through Nysalor Riddles fundamentally transform the individual's perceptions of the world and his place in it. Insights may also be gained through contemplation of certain poems, parables, dramatic events, and remarkable objects.



Nysalor Riddles

Each Nysalor Riddle consists of a formal question and a formal answer, and is generally accompanied by extensive commentary. The questions, answers, and commentary are believed to have been handed down orally through the Second and Third Age suppression of Nysalor worship. Though still transmitted orally in many places, a number of written versions are studied in the Lunar Empire. The most common version lists 133 Riddles; other versions list as few as 117 and as many as 144.

A Nysalor Riddle exists which corresponds to each RuneQuest skill. Each Riddle is known by the name of its skill (i.e., the Climb Riddle, the Plant Lore Riddle, the Scan Riddle, the Target Shield Attack Riddle). (By the way, RuneQuest skills imply nothing about the spiritual or philosophical nature of Nysalor Riddles; this is just an arbitrary rules convention.)

Illumination and Nysalor Riddles

When a character is asked a Nysalor Riddle, his player must attempt a roll against the corresponding skill score on D100. This does not require use of the skill, merely the roll of the dice against the skill score.

If the roll is a success, then the Riddle is answered correctly, and the character involuntarily recognizes the mystical significance of his answer. The character need not speak the answer out loud to achieve this mystical insight. Once a given Nysalor Riddle is answered correctly, further encounters with that Riddle do not require further rolls against the skill score, and cannot result in further enlightenment. If the roll is a failure, the Riddle was answered incorrectly, and there is no mystical insight, though future encounters with the Riddle may eventually result in success.

For each Riddle a character answers correctly, he gains 1% in the skill of Illumination. (This is an exceptional form of RuneQuest skill; it receives no characteristics modifiers of any kind, and cannot be increased through experience or training.) Each time the character answers a new Riddle correctly, he adds 1% to his Illumination skill score.

Each time the character answers a new Riddle correctly, the GM makes a secret test against the character's Illumination skill. If the die roll is less than or equal to the character's Illumination skill, the character becomes Illuminated. The GM, not the player, should normally make this roll, since neither the player nor the character may initially realize that his character is Illuminated. The character immediately gains the first five powers of an Illuminate, but may not recognize the significance of these powers (see Special Abilities of Illumination for details).

An Example: Nysalor Riddle 19

The Questioner asks "What is the difference between virtuous intention and virtuous action?"

The Answerer places his fist over his heart and replies "Power."

The Commentary observes straightforwardly that good intention is worthless – in fact, not manifest in the world – without the Power to exercise that intention. It denies that Will is necessary, for it perceives and defines Will only by the evidence of Action.

Further, the Commentary examines the multiple and interconnected natures of Power, of physical, spiritual, moral, and magical Power, and through examples illustrates the failure of Rea Power in the absence of all its subsidiary elements.

Finally the Commentary suggests that many chaotic individuals lack virtuous action because they do not control their Power. Through parables the Commentaries then demonstrate how a chaotic individual discovers and controls his own Power, thus revealing his unrecognized but essential virtuous intention through virtuous action.

Introduction to Illumination (Example)

Percippus, an Etyries priest, is intrigued by historical accounts of the happy First Age followers of Nysalor. Hearing about written versions of Nysalor Riddles, he inquires widely among his acquaintances but cannot discover a copy for loan or sale. However, in early Storm season he receives an invitation to a private dinner with Drachemas, a Pelorian merchant he knows casually. Over dinner Drachemas admits to knowing a great deal about Illumination. He then reveals Nysalor Riddle #1, and discusses the question, answer, and commentary over dinner.

Arbitrarily we shall call Riddle #1 the Climbing Riddle. Percippus's player rolls 1d100 against Percippus's Climb skill (28%). The roll is 58 – a failure. Percippus does not get the point of the Riddle, and does not gain any Illumination skill. Perplexed and a little embarrassed at appearing dull-witted, Percippus tries to coax the merchant into explaining further, but Drachemas says that some individuals find inspiration in different Riddles. Percippus presses Drachemas to reveal more Riddles, but Drachemas refuses, insisting that haste and impatience are impediments to Illumination.

The Pursuit of Enlightenment: An obsessed Percippus returns for dinner with Drachemas later that Storm season. Drachemas reveals Nysalor Riddle #2 (the Orate Riddle), and Percippus answers the Orate Riddle correctly. Percippus gains the Illumination skill at 1%. At this time the GM secretly tests against Percippus's Illumination skill and fails. Percippus does not yet become Illuminated.



Special Abilities of Illuminates

Illuminates gain certain powers as a result of their enlightenment. The exact nature of these powers appears to vary from Illuminate to Illuminate, and may depend on factors such as the nature of the teachings learned (which vary from sect to sect), the number of teachings learned, and the how receptive the Illuminate was to the teachings. A character who struggles against or otherwise denies his or her Illuminated state may manifest less reliable powers, or may deny or fail to recognize the powers he has. After the Gbaji Wars, a number of the surviving Questioners of Nysalor deliberately forgot what they had learned to escape the Arkati that hunted them.

The powers attributed to Illuminates appear below, in order of most to least common. Most Illuminates possess powers 1-5. Not every Illuminate possesses all of these powers, and others may possess entirely different powers. In the case of an Illuminated player character, the GM should decide which of these powers the character acquires, the reliability of each power (whether it always functions, functions on certain occasions only, or on a successful roll of the character's Illumination skill), and the extent of the character's own awareness and understanding of his or her powers.

The exact metaphysical nature and functions of Illuminated powers are often paradoxical and not subject to logical analysis. This leads most scholars to conclude that these powers may reflect a fundamental miraculous change in the nature of the individual himself, or may be in some way divine gifts (though the source of any divine inspiration is not clear).

1. Secret Knowledge: The illuminated one knows as truth that chaos is, in itself, neither evil nor inimical. It makes the person free from automatic fear of chaos and the obsession to destroy it. Likewise it frees creatures of chaos from their twisted convictions and offers them a chance to rid themselves of the hate which rules their lives. Illumination gives this realization, but it is not necessary that an individual change his life if he has other, stronger, beliefs which intervene. Illuminates often tend to shrink from performing or advocating extreme actions of any sort, but the definition of extreme action varies from person to person.

Viewed as a curse by some, this is the most common power gained by Illuminates, and almost all gain it.

2. Ability to Sense Illumination: Only an Illuminate can recognize other Illuminates. This is not a skill or sense; rather, the Illuminate's special perception permits him to deduce the status of another Illuminate from evidence which the unilluminated cannot appreciate. The number of powers an Illuminate has affects how easy he or she is to detect. An Illuminate with one or no powers can be very difficult to detect. This ability functions at normal speaking distance.

3. Immunity to Detect Chaos/Law Skills or Spells: The Illuminate does not register to any type of sense, skill, or spell, even if he possesses a chaos feature.

4. The Power to Ignore Cult Restrictions: Cult restrictions on particular individuals can be ignored by some Illuminates without retribution from the god. For instance, an Illuminated Kyger Litor worshiper may learn and cast the spell of Fireblade or a Malkioni Farmer may practice all arts of Sorcery. An Illuminate would still have to gain a Humakti gift or become a shaman through the usual route. (The Bad Man is not a spirit of retribution.) However, once the Illuminate gained a Humakti gift (for instance), he could freely ignore the associated geas with no ill effects besides the disfavor of others of his cult.

5. Immunity to Spirits of Reprisal: The Illuminate is not automatically attacked by any spirit of reprisal of a cult in which he is an initiate, even if he has ignored cult restrictions, disobeyed cult rules, or quit the cult. However, Divination is effective on an Illuminated individual, insofar as his actions affect the appropriate cult.

6. The Ability to Illuminate Others: Only the Illuminated may present the teachings of Illumination properly and effectively.

The exact process of learning how to present a teaching properly varies according to the teacher and the method of teaching. It may take a season's study, long meditation, or a magical procedure. In the case of the Nysalor Riddlers, learning to teach a Nysalor Riddle requires sacrificing 1 point of POW during the Sacred Time for each Riddle.



Gaining the Inner Light (Example)

In the following years Percippus and Drachemas become close friends, and share many meals and Riddles. Drachemas refuses to attempt to explicate more than one Riddle at a time, so the process of enlightenment proceeds slowly.

Finally, in the third year of his friendship with Drachemas, Percippus's Illumination skill has risen to 23%, and the GM's test against Percippus's Illumination skill is a success. Percippus becomes Illuminated.

Does Percippus realize that he has become Illuminated?

Since Percippus has studied Nysalor and Illumination, and has shared many meals and conversations with the Illuminated Drachemas, the GM decides that Percippus is fairly advanced in his understanding, and that he recognizes in himself the signs of Illumination. The GM tells the player that Percippus is Illuminated.

Has Percippus gained any of the special powers of Illumination? The GM decides that as a neophyte Illuminate, Percippus is instantly aware of two special powers. First, Percippus realizes the secret knowledge that chaos is not evil in itself.

Second, Percippus begins to recognize the signs of Illuminations in others. The GM has decided that Drachemas and Percippus's school of Illumination is narrow and dogmatic in its teachings, and therefore is only poorly able to appreciate the many various forms of Illumination. The GM tells the player that he must successfully test against his Illumination skill to successfully recognize an Illuminate by observation.

At the next dinner with Drachemas, Percippus attempts to recognize the signs of Illumination in Drachemas. The GM sensibly decides that Percippus's long association with Drachemas deserves a substantial bonus (60%) to the roll, and Percippus successfully recognizes Drachemas as an Illuminate.

Is Involuntary Illumination Possible

Can one who is ignorant of the history and philosophy of Illumination become Illuminated simply by the contemplation of Riddles? Can one who deliberately refuses to contemplate Illumination still become Illuminated through hearing of Nysalor Riddles?

A number of persons claim to have become Illuminated simply by the hearing of a single Nysalor Riddle. One individual claims that he became Illuminated after being held captive and forced to listen to the recitation of Nysalor Riddles. There is no reason to doubt these testimonies.

Nonetheless, most who become Illuminated do so voluntarily, by deliberate study and contemplation, and even where an Illuminated individual may claim that he didn't intentionally seek his Illumination, it may be argued that for various emotional, spiritual, or philosophical reasons that individual was unconsciously open to and perhaps seeking the mystical inspiration of Illumination.

Can Illumination Be Gained Without a Teacher?

Tradition holds that a living, Illuminated teacher is necessary to inspire Illumination, and that study of written Nysalor Riddles is insufficient. There are a few substantiated accounts of scholars becoming Illuminated in the process of studying recorded Nysalor Riddles. These accounts are peculiar in that they all suggest that the Illumination was an unintended accident resulting from study of the documents for other reasons. Frauds have been known to sell manuscripts purporting to reveal access to the secret powers of Illumination. Anyone who claims to have become Illuminated through reading alone should be regarded with suspicion.

Public Views of Illumination

Many Genertelans know the stories of Nysalor and Gbaji. Except in Peloria or Kralorela, Illuminates are typically hated and feared, and those who ask strange questions are often suspected of being Illuminates. It is impossible for non-Illuminates to accurately determine what is or is not a Riddle, since Riddles are in appearance normal utterances. Thus one may be exposed to the teachings of Illumination, even may become Illuminated, and not realize it.

Several cults have taken upon themselves the destruction of chaos and things chaotic, and they often count followers of Nysalor and his doctrines among their foes. Some of their specialized tools in this fight may not work against the Illuminated (such as the Storm Bull berserk's Sense Chaos skill), but if such a cultist recognizes, suspects, or receives reports of people asking odd questions or acting in a Socratic manner, they may strike out of hand to destroy the presumed chaos before it spreads.

The Path to Enlightenment (Example)

The GM is responsible for developing the role of Illumination during the course of his campaign. Over several game years the player develops Percippus as a character obsessed with Illumination. In each game session Percippus is always reading some obscure scroll on the topic in spare moments, or engaging any Illuminates he recognizes in philosophical dialogs.



During this time, the GM evolves his own notion of the particular version of Illumination that Percippus has gained. He decides that this form of Illumination also confers the power to ignore cult restrictions, immunity to spirit of reprisal, and immunity to Detect Chaos/Law skills or spells. The GM reveals these powers to Percippus's player only when the character tests them in play. Percippus never becomes chaotic, so he is never sure whether he is immune to Detect Chaos/Law skills or spells, but he does ignore cult restrictions and risks reprisal from his cult for forbidden acts without consequence, so he may infer that he has these powers.

The GM also decides that in this school of Illumination the ability to illuminate others can only be gained through the tutelage of a Great Teacher. Drachemas learned his Riddles from the Great Teacher Ameras of Elz Ast, and Percippus has long hoped to make a pilgrimage to learn at the feet of this profound sage. The GM doesn't know exactly how a Great Teacher confers the ability to teach Illumination, but he decides not to worry about it until Percippus actually makes the pilgrimage. After all, the GM muses, maybe Ameras has moved to Nochet, or been slain by a fanatic, or renounced his philosophy for yet another form of Illumination.

A Note on Mechanics and Game Effects

The designers despair of capturing the flavor of a revolutionary mystical philosophy in game mechanics. Most Gloranthans dogmatically believe that chaos equals evil. To propose otherwise would be like suggesting that rape, murder, and incest are perfectly okay. Thus, becoming Illuminated in Glorantha is shocking and crazy-making. Once you are Illuminated, there is no way to turn back. Only the strongest minds and wills can retain the mask of normality after this shattering epiphany. Mass murderers, mad prophets, hysterics, atavists, catatonics, and all sorts of raving loonies are common products of the profound dislocation that results from Illumination.

Notes on Illumination

The Lunar Connection

Worshippers of the Red Moon are not required to be members of a Nysalor cult or to participate in anything tainted with chaos. Lunar scholars and even Questioners warn ordinary folk by means of cautionary tales to avoid chaos, explaining that only trained philosophers and magicians can deal safely with the dangers inherent in chaotic power.

The Underside

First Age histories of Dorastor and the Bright Empire universally acclaim the teachings of Nysalor as the source of peace and enlightenment in a golden age. However, the modern popular notion of Illumination perceives it as a sinister, depraved cult, allied with dark, destructive chaotic forces. The origins of this modern reputation of Illumination are inspired by the teachings and actions of Arkat the Destroyer, the First Age persecutor of Nysalor and Illumination.

Arkat claimed that Nysalor was a liar who promised one thing and gave another. Arkat said that those who followed Nysalor were unable to tell the difference between good and evil, and that they were thus inevitably corrupted by their powers and beliefs. Arkat taught that the dark side of Nysalor is not, as one might expect, merely alignment with chaos. It is a more subtle temptation. Once a being believes that there is no final difference between chaos and law, he may later make a similar but false parallel between his personal ethics and his personal desires, reasoning that since there is no ultimate division to the former, neither is there any final difference between the latter. However, both law and chaos create in different ways, and all creativity rests upon cooperation between elements of existence. He who operates solely from personal desire acknowledges no natural constraints. Without cooperation and creativity, the being is a parasite, living off of or stealing the products of others without exchange. Nothing he can do or make can add to the sum of his species or culture.

Various philosophers suggest that the ultimate irony of the struggle between Arkat and his archfoe Gbaji is that Arkat himself was Illuminated. The evidence for Arkat's Illumination, however, is abundant but circumstantial, and still widely disputed. No recognized reliable sources on Arkat's life exist today. Though the Arkat cult was exterminated in the Second Age, the legacy of its teachings about the evil, corrupt nature of Nysalor and Illumination remain fundamental to almost all Third Age Genertelan cultures.

What's Wrong With Illumination?

The neutral account of Illumination above scarcely suggests the universal horror and loathing most Gloranthans have for Illumination. Indeed, one need not join horrendous chaos cults or participate in heinous crimes to be Illuminated. The Lunar Empire, in fact, has many philosophers who argue that Illumination is a benign state of Enlightenment that all should eventually achieve.



Yet almost all Gloranthans fight against every form of chaos, and see Illumination as a dire threat. So that you can understand the point of view of most Gloranthan cultures, we here quote from the Malkioni sage Hrunth vi Osborn.

"During the rule of Nysalor, it became clear that the so-called 'dark side' of Illumination drives out the 'light side.' When the Riddlers from Dorastor arrived in Ralios, they were benign. They loved children, educated the ignorant, and turned enemies into friends. But when Seshnela proved resistant to their message, these same Riddlers responded by spreading an artificial disease among the populace, killing many thousands. They then pretended to 'cure' this plague (by simply ceasing its spread), and thus gained many converts in Seshnela. How could the same men and women who acted as saints in Ralios turn into hypocritical monsters in Seshnela?

"It is because of the nature of Illumination. An Illuminated individual views ethics, morals, mythology, deity, magic, and the world in a solipsistic manner. Since the only universal moral law that is binding on him is his own will, the tendency to disregard the needs of others is irresistible. If an Illuminated person is selfish, he sees other people as tools to further his own ends. If an Illuminated person was basically good before his conversion, he now sees that he knows what is best for other people — his moral views outweigh theirs, and he will do what is needed to make them 'truly' happy. This is what happened in Seshnela. The Riddlers knew that the inhabitants of Seshnela would be better off under the golden rule of Nysalor, so the Riddlers inflicted horrible death on them for the Seshnelans' own good! Such generosity is as dreadful as the worst of the so-called 'dark side's' excesses.

"Today the Lunar Empire espouses Illumination. They claim that all people would be happier under their reign. Ask yourself — is the Crimson Bat a fairy tale?

The Bat supposedly protects their citizens — but how many has it devoured? Rumors abound of horrors within the Lunar Empire. The all-vampire legion trains for war. Assassins destroy ancient and respected noble houses. Chaos gladiators fight mindless combats to sate spectacle-starved masses. Murderers and prostitutes are worshipped as gods. The Empire, with its sanitized version of Illumination, is as great a threat to the world as was Gbaji's dark kingdom. Indeed, the Empire is a greater threat, for no Arkat has arisen to oppose it."

The Riddle of Nysalor, Gbaji, and Arkat

Arkat is widely acclaimed as the greatest hero of his age, a noble man who suffered greatly in his quest to destroy Nysalor-Gbaji and his evil Bright Empire. Few doubt the true inspirations of Arkat's life and lessons. One doubter is Numidos the Skeptic. The following quote is taken from his *Meditations*.

"Arkat was the great enemy of Nysalor and Illumination, yet he himself was Illuminated.

"I have so many questions.

"Was Arkat simply an Enlightened tool? Did Arkat simply work the will of Nysalor in laying waste to an entire continent? Are not the Chaos Wars the greatest embodiment of the ideals and principles of chaos since the Great Darkness?

"In all sagas of the Chaos Wars, Arkat and Nysalor meet in the Tower of Dreams in the City of Miracles in their final titanic battle. In all sagas only one of them emerges from this final battle. Was it Arkat the victor who tore Nysalor asunder and buried his parts in secret places. Or was it Nysalor who survived and took Arkat's form?

"And if Arkat was so many times vanquished, only later to appear in another form, is it strange that I think of Ralzakark and the Red Goddess? As I watch the drama of the Empire unfold, waiting for the entrance of the Heroes of the Age, is it surprising I look for Arkat in the wings?"





Dorastor

LAND OF DOOM

IT'S A VERY, VERY BAD PLACE.

DORASTOR: Land of Doom, a Glorantha campaign supplement for the RuneQuest roleplaying game, features a 128-page booklet, a 16-page insert of references and handouts, and a full-color pullout map. **DORASTOR** includes historical and geographical notes on Dorastor, a land laid waste ages ago by Arkat the Destroyer. Now, in this fertile, chaos-tainted wilderness, any organism is possible, so long as it is tough and ferocious enough to survive. The Riskland campaign setting provides for a full game year of adventure on the borders of this dangerous land. Details of the Telmori Wolf People and the Spider Folk cultures are also included, along with complete write-ups of the Dorasta and Telmor cults.

THE SURGEON-IMPERIAL'S WARNING: Visitors to Dorastor have been determined to provide nourishment and amusement for big, rude, ugly, disgusting things.

You must own **RuneQuest Deluxe Edition** to play **Dorastor: Land of Doom**.

What is RuneQuest?

RuneQuest® is a fantasy roleplaying game for two or more players ages 12 and older. In RuneQuest, players create adventures who, as masters of an ancient world rich in magic. Everyone uses spells and any set can be a warrior, equipped with cold steel and a strong will. The gods provide fantastic powers, their words are spoken and can be made on the mortal plane. Each RuneQuest adventure is unique, being a story of fantasy culture and shaped by the crafts, trades, and skills of its parents.

What is Glorantha?

Glorantha is a rich and diverse world of exotic myth and awesome magic, so rich and diverse that it is a challenge. This is the place and use of the magic and myth, and it is a challenge to the players of Glorantha. Here the gods and heroes war and guide the players, sharing divine magics while pursuing their own enormous ends.

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DORASTOR





The Talastar Papers

Player Handouts for Dorastor Campaigns

The Talastar Papers are a group of player reference handouts providing information on the Dorastor and Riskland campaign settings, presented as though they were contemporary documents available to literate Orlanthi characters. These documents would most likely be found in a Lhankor Mhy temple library like the ones at the Hold in Talastar or Oxhead in Skanthuland, but might also be found in a library or private collection in Sartar or Pavis. Voluntary immigrants to Riskland or visitors to Dorastor could search out these references before they traveled here. Involuntary immigrants to Riskland may be invited to study these documents in the private library of Eystin Forbeck, a councilor and ranking Sage of Hazard Fort.

"Lands of Dorastor," from Farnhan's *Ancient Treasures of Dorastor*

The best-known popular work on Dorastor is Farnhan's *Ancient Treasures of Dorastor*, found in many libraries and private collections throughout Genertela. Various hand-copied and block-printed editions exist. One edition features fanciful illustrations from woodcut engravings prepared by artists who had never actually seen the creatures they depicted, but who had relied on Farnhan's text, journal, or personal reports for details. Reproductions of these illustrations are found throughout *Dorastor: Land of Doom*, and may be shown to your players at your discretion.

This selection lists the main geographic features of Dorastor. Refer to the map "Dorastor and Talastar in the Time of Hakon the Swimmer" as you read to locate the features described.

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The Orlanthi View of Dorastor

This letter is written by a Talastari native in response to a query by an Orlanthi cousin. This cousin contemplates immigration to Riskland, and seeks the Talastari's advice.

Report on Ash Flat Slump

This document dates from the late Second Age. Nothing is known of Ostrolof the Hunter, his companions, or the nature of his mission.

White Shirt Day

This account of the nominal assumption of the Lunar Way in Talastar is attributed to Ketil Ericsbane, slayer of Eric Norallsson, King of Talastar, and later priest of Orlanth at Oxhead and friend of Oddi the Keen and his brother Hahlggrim. Ketil has renounced the deeds of his earlier years, and neither confirms or denies authorship.

The Kings of Talastar

Holrik No-Neck, compiler of the *Bilinisaga*, is the chronicler of the Bilini clan. These three selections on Hrodar Grizzlebeak, Eric Norallsson, and Hakon the Swimmer, are taken from manuscripts in the clan archives at the Hold.

Selections from Farnhan's *Dorastor Journal*

Unlike *Ancient Treasures of Dorastor*, *Dorastor Journal* is a widely circulated collection of anecdotes taken from Farnhan's journal of his travels in Dorastor. Many hand-written copies exist in various forms, with great variation among texts.





Farnham's Catalogue of the
Ancient Treasures of

Dorastor

*Being a True and Illustrated Account of Travels in
and About the Lands Where First Age Civilization
Flourished and Descended Into Doom*

This Journal is Dedicated to Our Eternal and
Generous Benefactor

THE REVEREND EMPEROR

Defender of Lands, Free Keeper of the Souls,
and Bridge to Heaven

The Land of Doom A Reader's Guide

Dorastor is said to be solid chaos from end to end, but this is gross exaggeration. Roughly oval in shape, Dorastor's long axis runs northwest-southeast. Eastern Dorastor is scarred but scarcely touched by Chaos. Dorasta Shrine, for instance, has remained secure for centuries.

Old Wolf Fort, currently held by the people of Talastar, has been the northern gate into Dorastor since the First Age. Legends citing this site as an ancient Telmori stronghold are almost certainly an error, since the Wolf Folk do not build forts. Little chaos reaches here past the vigilance of the Poisonthorn Elves. At present this tiny frontier outpost depends on the twice-annual passage of the Lunar Trade Expedition for its existence.

In the higher ground of the northwest is the **Poisonthorn Forest**, an elfland closed to outsiders. Twice a year the Adryami permit trade caravans; under no circumstances do they permit outsider approach to its best known feature, **Bloodstone Fort**. The vegetation is mostly free of chaos taint, thanks to the guardianship of the elves. However, many creatures of the Poisonthorns are chaos-tainted, despite the elves' aggressive patrols. All the land northwest of the trade road used to be part of the woods, but Hellwood elves and feral broos have repeatedly burned large parts of the southern edge of the forest. Wolf Folk visit the Poisonthorn woods to hunt food or steal poisonthorn arrows. These arrows are the most valuable item produced in the woods, and the treaty with Ralzakark, the broo ruler of Dorastor, was sealed with such an arrow.

Poisonthorn elves are at constant war with the Hellwood elves, chaos, and the Telmori. On the other hand, they have peaceful ties to the Dorasta shrine settlement and a mutual non-interference treaty with Ralzakark.

Along the northern border of central Dorastor the **Nangtali Plateau** is divided from the central lowlands by sheer cliffs 200m tall. The plateau is the home of the Wolf Folk. The Telmori are a Hsunchen people cursed by chaos, widely known as savage werewolves, whose fierce reputation discourages visitors. The landscape is bleak and almost without rainfall, though streams carry water from the Tobros peaks' snowfields. The black, smooth rocks form a twisted fairyland of knobs, crevices, and titanic boulder piles. The vegetation is sparse, locally dense and shrubby, and famous for wicked thorns and briars.



Along the northern margin of the Nangtali Plateau the spine of the Tobros Mountains rise another 300-500m above the Nangtali Plateau. This ridge is broken in the north at Old Wolf Fort, and in the south by the Ernflarth River Gap. Thunder Mountain, the highest peak of the Tobros chain, is sacred to the Orlanthi. It is ancient tradition that any man standing on the peak of Thunder Mountain may speak directly to Orlanth without intermediary.

The central lowlands of Dorastor run as a long trough drained from the northwest to the southeast by the Sludgestream and its tributaries. The **Sludgestream** is a foul and slimy stream which runs from Ash Flat to Riskland where it becomes the Erinflarth. Sometimes it changes color, and strange things often float by on it. It is poison to drink, foul to smell, and breeds intelligent gorp.

Just south of the Poisonthorn Woods lies the high tableland of the Demon Plateau. To the west of the plateau are the **Illands**, a region of desperately blighted forest and parkland. Beneath the western edge of the Demon Plateau is **Fort Wrath**, the principal palace and fortress of **Ralzakark**, **King of the Broos** and self-annointed ruler of Dorastor.

Dorastor's Inn is a two-story wayside hostel where the trade road fords the Sludgestream. The inn is an Etyries free trade mission, and under Ralzakark's protection by treaty. The Lunars have treaties with Ralzakark and the Polsonthorn elves sanctioning two annual caravans through Dorastor from Tabastar to Ralios, then back again. Two Etyries trade missions, one at Dorastor Inn, the other at Arkat's Last Fort, monopolize all trade through Dorastor.

Demon Plateau is the most chaos-ridden place in Dorastor. When Arkat sliced off the top of the mountain, a

demon trapped within gained limited access to the surface. Many chaos creatures were at least partially created by this demon, including the beings called Howler, Yeachi, and Thing. An old Uroxi tradition holds that a cult member who comes as a pilgrim to Demon Plateau is guaranteed to die in the skin of a hero.

To the east of Demon Plateau the Ash Flat is the area devastated when Arkat destroyed the City of Miracles. The surface of this region is covered with a deep layer of featureless ash, perfectly flat. Beneath the ash may be hidden sludge pools, deep cavities of soft ash, or other unknown features. Windborne ash can cause serious discomfort or even death if breathed (especially a problem during windstorms). The streams that run from Poisonthorn Wood through Ash Flat are clear before entry. These

watercourses emerge from the Ashflat to the southeast as the Sludgestream.

Between the Ash Flats and the Nangtali Plateau is the Ghostdirt Plains, a broken and twisted place. The only large game of Dorastor are the gray deer that breed here. Wolf Folk, chaotic predators, and broos all come to hunt one another and the gray deer here. This area is a battleground with the added danger of the ghostdirt.

On the southeastern margin of the Ghostdirt, along the Blackwash River, major drainage of the Tobros Range, are the ruins of **Dokat**, First Age capital of Dorastor. The only visible remnants are a few scattered stones and a square plaza, but fabled treasures of wealth and magic are thought to lie buried here. Tales of a powerful ghost here account it as the damned spirit of the ancient founder of the city. The marshes south of **Dokat** along the



Blackwash are known as the **Rotground**, another chaos slough of ill-repute. This area is thought to be the habitation of the **Mad Sultan** and his depraved followers. The gray deer of **Ghostdirt** come to graze, and with them come the hunting **Telmori** and chaos, though the rotground itself is dangerous enough to confound even the most cautious natives.

The ruins of **Slimestone** are enveloped in a giant gorp. Below **Slimestone** the **Sludgestream** meanders through a great swamp. This region called **Foulvake** is the worst part of Dorastor, a broken and twisting land, where cracks of chaos appear and disappear in the ground and the terrain is as changeable and as deadly as the weather. Chaos and chaos creatures rule **Foulvake**.

To the south of **Foulvake** is the **Hellwood**, homeland of the **Hellwood** elves. These people still observe the traditional **Aldryami** custom and cults,

but have perverted and twisted them with the taint of Chaos. These elves seek the **Illumination** of **Nysalor**, also called **Gbaji**. The ruling class of these elves are also known as "**krjalki** elves," or "**krjalks**," so-called for their secret worship of an obscure chaos cult believed to confer the bestial, horrific blessings of chaos at will. **Seven Hills** is the name given to the hidden fortress of the **Hellwood** Elves. The **Aldryami** of **Poisonthorn** and **Hellword** nurse an ancient enmity, and raid one another with ruthless savagery.

On the banks of the **Hellwast** in **Hellwood** stands **Neverdead**, the location of the fabled **zombie** zoo. The **Hellwood** elves are said to harvest the crops so painstakingly gathered and tended here by **zombie** farmers.

North of **Foulvake** is a unique, isolated upland forest called **Spider Woods**, most famous for the **Tower of**

Lead which stands in the center of the woods and for the race of giant spiders rumored to live there. The grey deer of the **Ghostdirt** occasionally graze in the woods, and the **Telmori** and chaos often visit its outskirts, for here may be found the only healing plants in Dorastor that are not guarded by elfkind.

East of **Spider Woods** are the two notable human habitations of Dorastor. The first, and oldest, is **Dorasta Shrine**, a little village at the edge of the land. It is an island of sanity in a chaos place. Chaos is near, but brave homesteaders have been slowly clearing the area for decades. The townspeople are peaceful worshippers of **Dorasta**, the First Age earth goddess of Dorastor. The **Cleft of Dorasta**, a peculiar geographical feature nearby, has a sinister reputation but is often described as a certain hiding place for lost treasures of ancient Dorastor. The second, more recent settlements are in an area called

Riskland along the **Frog River** and upper **Frog River Gorge**. The **Red Emperor** has given a charter to **Renekot**, son of **King Hakon** the **Swimmer**, to form a new clan in this land, and guaranteeing freedom of worship for **Orlanthi**. Intransigent rebels against **Lunar** authority too distinguished to be crucified are also being transported and exiled to this land. The resulting society is a peculiar mixture of heroic frontier idealism and crude, brutal backwoods pragmatism. **Hazard Fort**, the principal settlement of **Riskland**, is also a popular jumping-off point for adventurers hoping to plunder Dorastor's ancient treasures and crusaders eager to split a few chaotic body parts.

Enclosing Dorastor along the southern border are the towering, snow-capped **Bolnri** peaks of the high **Rockwood Mountain** chain. This barrier



is broken only at the high pass at **Kartoln**. The pass is closed in winter, and year-round is guarded by **Arkat's Last Tower** on the east, and **Castle Kartoln** on the west.

At the bottom of the pass to the east, on the edge of the **Illands**, stands the great mound and fortress known as **Arkat's Last Tower**. Since the **Gbaji Wars** the chaos-hating cults have kept vigil here, insuring that nothing unclean might cross from **Dorastor** into **Ralios**. Now the guards are volunteers from the **Imperial Army**. **Etyries** maintains a hostel in the fort, its security guaranteed by treaty with **Ralzakark**.

Kartoln Castle's foundations are said to date from **Nysalor's First Age "Cry for Castles."** This refuge marks the end of the annual **Lunar Trade Expedition** which begins at **Old Wolf Fort**. Ghostly legions are said to guard the pass against any threatened resurgence of **Dorastan**

Chaos. Other castles from the **First Age** are said to guard lost passes across the **Rockwoods**, though none of their locations are known.

Neighboring Lands

Bensland and Skalsland: To the east of **Hellwood** are **Bensland** and **Skalsland**, rugged hill country only occasionally washed by periodical floods of chaos spilling from the central lowlands. The **Skalsplitter** runs clear and sweet from the **Bolini Range** of the **Rockwoods** to the south, but the **Oilstream** flows thick and black and is definitely undrinkable. **Skanthi** hillmen say that mixed with straw it burns quite well, and it helps lubricate wagon wheels. Rumors persist that it is a waste from the old dwarf ruins within the mountains.

These are official **Blank Lands**, left open for the referee's own plans.

Alternatively, they may be regarded as wastelands currently occupied by lesser **Orlanthi** tribes similar to the **Skanthi**.

Skanth: These lands are still rough and wild. The **Skanthi** tribesmen living in this region are conservative **Orlanthi** who trace their customs and worship back to the **First Age**. Though culturally backward by **Barbarian Belt** standards, the hillmen of **Skanth** apologize to no one for their primitive, even crude material and social existences. The **Skanthi** count themselves fortunate in being too poor and benighted to warrant the ambitious assimilationist politics of the **Empire**. Of note in this land is the wide swath of ruin which cuts through it, marking the path of **Arkat's** army over ten centuries before. In this area, only weeds will grow, and ghosts and wraths are seen every night.

Aggar Kingdom: A **Lunar** province, its most famous attraction, the **City of a Thousand Magicians**, has been closed to foreign visitors for decades. **Aggar** itself is the wildest and least civilized of the **Lunar** tributaries, and travel is restricted by rugged terrain and the absence of east-west roads.

Sylla Sultanate: Though its people are of **Orlanthi** stock, they have been thoroughly assimilated into the mainstream of the **Lunar** culture. **Thubana** is the seat of government.

Rist: This peaceful agricultural province of the **Lunar Heartland** was once the home of the **Aldryami** tribe now known as the **Hellwood** elves of **Dorastor**. A great **Lunar** magic called the **Moonburn** destroyed the native forests and drove the elves from their



Rist homelands, and they finally settled in southwestern Dorastor.

Talastar: This barbaric country is very hilly and rocky, producing inferior crops, but supporting hardy sheep and hillmen. The natives are Orlanthi, but in the last few generations the culture has come under increasing pressure as the Lunars attempt to integrate Talastar into the Empire. The people and their leaders are divided between stubborn, rebellious Traditionalists and earnest, pragmatic Appeasers. The three major cultural regions of Talastar are: Anadiki, the northwestern, mostly Lunarized Talastari; the Bilini, the central Talastari tribes most disrupted by internal politics; and the Skanthi, the southeastern, resolutely conservative traditional Orlanthi tribes.

Bilini Kingdom: The Bilini are a large tribe of Orlanthi, more swayed to the

Lunar Way than their neighbors in Skanth. They control a loose confederation ruled by a series of kings who alternately attempt to defy and appease the Empire. Discontented traditionalists have fled to their cousins in the Skanthi Wilds.

Karia: A broad valley west of Kartolin Pass. An isolated spur of the Rockwood Range limits Karia along the southwest. To the northwest lies Ormsland, populated by degenerate dragonewts. Ormsland itself is part of Vesmonstran, or "west monster land," so-called since the region is primarily populated by Mostali, Aldryami, and Uz. To the southeast lies the East Wilds, primarily Orlanthi in culture with isolated Hsunchen enclaves.

Rockwood Mountains: The Rockwoods are a sheer range thrust upward in Godtime to separate the

warring peoples of Peloria and Ralios. It has served its purpose well, and only one high pass crosses it, called Kartolin Pass. The Bolini Range is the crest of mountains along Dorastor's southern edge. The Ebkron Range describes the chumps of ridges to the north, where the gods are believed to still live. The mountains are permanently snowcapped, and giants still live there to cause rock and ice slides to destroy passers-by.

In ancient times a dwarf stronghold is said to have existed under the mountains, but this was destroyed in the Second Age, and is now abandoned. Legends assert the ancient tunnels are still accessible.



The Poisonthorn Woods



Therran, Cousin,

You ask what I know of Dorastor.

Dorastor is the land of evil. It is where the Unholy Trio met in secret, and so it is the place where the Devil was conceived. Thus it is the first place where unholy acts were done.

When the chaos demons fought against the gods, they met for council at Dorastor. It was the capital city of the evil ones where Kazaboor, Pocharngo, and Wakbosh met for their unspeakable actions.

After Orlanth began Time and saved the world, he went to Dorastor to clean it out. The evil scum that remained was scoured out, and all which could not be destroyed was laid to sleep, dispersed, or transformed. The Master of Winds declared it to be a fine and excellent land.

After the Dawn, when all was still peaceful, Orlanth guided the first people to Dorastor to settle. This was Kalasmas the Rarion. They discovered that it was all as Orlanth had said, and they soon had big families with happy, fat babies. Many of their kinfolk came to live here, too, because Kalasmas was wise and just. For many years they lived and thrived in peace and abundance.

Then one day they discovered the ancient devices of the devils. No one recognized these things, and nowhere could be found the mark of chaos. Mad Pangaron, the great Urox-man, even investigated these things at Dokat, and declared them to be safe and harmless.

It was the dwarfs, and especially Iron-skull Fanak, one-eyed and bearded, who encouraged Fanjarel to work the devil things. They do not believe in the evil of chaos, and so they did not recognize their peril. And the people, short-lived and eager to improve themselves, had not the wisdom.

The desire to be better than others is what ruined the First Council. Some say this is only our human nature, but this is an excuse for weakness. The people of Dorastor felt themselves to be finer than others, and were noted for their prominence, and emulated in their pride.

Soon the weight of voices from Dorastor outweighed the weight of voices for wisdom, tradition, or caution. The people of Dorastor cried for war when the lowlanders turned violent against us, and so many other people cried for it also. When the folk of Dorastor said they should be the new leaders of this new struggle, the others usually agreed. Lokamayadon convened the Second Council, and there was ruin begun.

Lokamayadon sought order without principle. His god was empty and false. He could not stand, and Harmast Barefoot quested into the lands of myth and brought back the source of liberation. He returned with Arkat, who in turn went away and returned, this time with an army, and did not rest until he destroyed the evil one.

Arkat destroyed the land then, and commanded all the gods to curse it, and set great signs to keep everyone away from it forever. That should have been the end of it.

Another people came, and they wished to be different from all others. They even adopted the ways of their enemies, the dragons. Those fools went into Dorastor, and performed draconic rites which reawakened the cursed to life. The unprincipled dragons cared little for man, and set loose the evils of chaos to plague us.

Since that time, whenever everyone is weak, the foul things of chaos erupt and spread their filth and disease beyond Dorastor. There are often small things that slink through our rich, living lands. Sometimes great masses of them, led by armies of broos, have come forth against our ancestors.

In 1104 they came, and we could do nothing against them. We fled to the hills until the Master of the Winds might rise and strengthen us and the Uroxi.

In 1450 they came too, but our tricksters duped them and sent them back.

And lately the unclean hosts are once again sneaking into the land.

I do not mean to discourage you, cousin, but if you would come, come with a sharp blade and a love for warfare. For there shall be no peace in this land until the blight of Dorastor is cleansed forever by fire, sword, wind, and hero magics.



Report on The Ash Flat Slump

source: Ostrolof the Hunter

When I was leaving the land, I noticed something strange. Everything which was behind me, and had been tall, was shrinking or falling out of sight. The big pine which I had noted with such relief shuddered, then was drawn downward. I realized another one of those body-wrenching changes was moving towards me, and fast too. I had had enough and, praying that Orlanth's magic reached me here, turned widdershins and stepped upward into the air, hoping to outrun it on the wind and just get home.

Before I got to a good height, I looked behind me. I was terrified to notice that the Ash Flat was expanding at a rapid rate. It was just sort of sucking down everything which was in its way. I climbed higher, and could see that it was growing in every direction, even now lapping at the edge of the Devil's Plateau and the Telmori Mountains. When I reached tree top height and some, then I set off eastward along the river. I thought it would be easy to follow, even at night, through Foulvale. But the valley, where the huge herds of greyskins had bleated and groaned, was gone. No river was visible through the dense canopy of trees which stretched from the Tobros to the Rockwoods. And from my height, I could see those monstrous red, hairy spiders in the trees to my left. No doubt, the Spider Woods had expanded to fill the whole of the Foulvale. I kept fearing that the leather eagles would come up out of Hellwood and get me, but Orlanth protected my path that night, and I flew as long as I could. Then I feared landing among the trees, remembering tales of those spiders. But I saw a clearing, and headed towards it, hoping it was not just another monstrous trap. It was perhaps half a mile in circumference. Too late, I saw that it was crammed with Greyskins, packed almost shoulder to shoulder, nose to hip. They panicked when I thudded down atop them, and their cries echoed madly for hours as they dashed into the woods all around, but none of them trampled upon me, and within a short time I was left alone here. When the sun rose I saw that I was nearly equidistant from a red and a blue rock. I recognized them immediately, for they were the boundarystones which Canartha and I had found. But now they were a half mile apart, where before they were nearly fifty times that distance. I realized that this small clearing was, somehow, the whole of what used to be Foulvale. I found the remains of the Sludgestream, too. It had all slumped down into its bed, which was now only a dozen yards wide or so. Its surface looked crusted with billowy black foam. A tiny residue of black poison dribbled backward, up stream. I guessed that, somehow, the great expansion of the Ash Flat caused a sinking of the land in that direction, causing the turbid waters to drain backward, back into the bottomless ashes. With Dawn, I calculated that most of the predators would have been sated by now with the careless greyskins, so I set off through the woods in a general downriver direction. With hard travel and simple sprinting from some spiders, I made it back to Dorasta shrine by nightfall. The next day I got to Densdam. I noticed that even there the stinking lake of sludge was dribbling backward. The inside of the great dam was nearly all exposed, left slick and crusted with solid filth.

Standing atop it, I turned around. This time the clear water on the east side was actually higher than the sludge on the west, as if it, too, were being drawn down by the Ash Slump. Then I realized that the dam actually did more than clarify the water of the Erinflarth, but also protected the whole river and probably the Osir beyond! I could imagine that the Ash Flat might slump so much that it would suck all the clear water back into itself.

At this I realized that anything which we might plan to do to change Dorastor could be, at best, a temporary fix. The magnitude of the problems are such that we can only move forward with our traditional methods, trusting in the wisdom and age of Orlanth to protect and guide us through the Unknown.

White Shirt Day

In 1590 occurred the famous "buying" or "marrying in" of Calastar. This is the official date for the conversion of the Calastar tribes to the Lunar Way. In sweeping statements a certain Lunar official made grandiose conversion gestures and then proclaimed that all of Calastar, Bilini, and Anadihi, had been Lunarized. This he did by appealing to their simplest, most base instincts: greed. And, like the hicks that they are, the Calastari fell for it and agreed. So goes the Lunar story. After 1590, Calastar is usually listed among the foreign lands which follow the Lunar Way.

The truth is more complex, and less flattering to the Lunars than they want to remember. The Lunar missionaries had been present for years, popular especially among the poor and dispossessed. Many people of Lakrene followed their ways and goddesses, and some among the tribes too.

Varnarn of Elz Ast was an ambitious politician who received the larger part of the Calastar tax profits as part of his family's inheritance. Eager to prove himself and establish credentials, he went to Voranel and began interfering with the administration. Though he forced the city to pay more money, he also antagonized the tribesmen so they paid less.

Varnarn of Elz Ast (though really of Gambarri) attempted to befriend the tribesmen with lavish gifts and flattering speech. Kestorl the Ram, king of the Vosdalings, exploited this fool mercilessly so that all his family wore gold, and all his household wore colorful livery.

Varnarn always encouraged his visitors to join in the Lunar Way, and said that on the appointed day he would have more great gifts for everyone who would join in. The leaders went home, and discussed these things.

When the Great Day came, all of the tribes except the Shanthi had representatives present. Great masses of poor people from the cities were gathered, and thousands of tribesfolk as well. The efficient staff of Varnarn was busy distributing the clean white shirts among everyone, including many of the leaders. But some of them refused, saying that they would wait until their own king joined the cult before they did so, as was correct in their tribes. In fact, they said, their own folk among those below would wait for this too. And then they swore, including many who said they were clan chiefs and kings or queens, and their kin. A huge festival followed, where thousands of cattle and deer and pigs were devoured. Then Varnarn went home with his trophies and promises, and never came back to see what he left behind.

In fact, many of the people who had taken these oaths were not qualified to speak for the clans. Some of them had been placed there in outright defiance of the Lunar lord, but he never noticed the insult. Others did it to be tricky, and got away with it. Some went as far as creating fake artifacts and gifts to give to the foolish lowlander. Among the tribesfolk it is called "White Shirt Day," for the gifts which they got for doing nothing. Only the many city folk were foolish enough to obey chaos, and they soon paid for their error.



Hrodar Grizzlebeak, King of the Bilini Crowned and reigned in the Years One Thousand Five Hundred and Ninety five through One Thousand Six Hundred and Five

Among the Tribes of the Orlanthi the Bilini tribes are most fierce. They lived long in the shadow of Dorastor for centuries, and were famed for facing the things which crawled forth from the chaos cradle, thereby sparing the lowlands much trouble.

The chieftains of the Bilini tribe could never agree to be subjects of Lakrene, claiming that it would offend their god. Instead, they declared themselves to be the Kingdom of Bilini and produced the ancient regalia of Lakrene to crown Hrodar Grizzlebeak as king. King Hrodar called upon the Old Way, and summoned great magics of Orlanth to certify his worthiness. He swore an oath Wind and Kin to kill all those who might worship in secret the evil gods. Many people of his tribes slew one another in support of lowland Red Appeasement or highland defiance.

King Opand of Voranel was the leader of the people that Hrodar hated, the Red Acceptors. He had a huge army, aided by soldiers from the Lunar Empire, and which was haunted all around by their strange magics. In this way fortified with lowland might, Opand's forces were overpowering. For this reason King Hrodar skillfully avoided open warfare and withdrew before them. When parties of them sought food, they found scorched land; when his scouts sought routes, they found ambush; and so he protected his land. Thus Hrodar hoarded his power until the best chance.

In the year One Thousand Five Hundred and Ninety Five King Hrodar sprang his trap. He mustered his whole army, moved swiftly, and stormed Relain. King Opand gathered his forces and marched to fight. The armies met at the Battle of Endeel, and the army of King Opand was routed off the field, with thousands slain, and hundreds more taken for ransom. Then the Darani, inconstant friends and traitorous Lunar lackeys, marched upriver and seized the rest of the cities. Endeel joined with King Hrodar, and many other clans.

The next year Darani ambassadors demanded Endeel returned to them, because it had been promised. The mayor of Endeel said his people did not wish it, and sought protection from King Hrodar. This sparked another round of fighting, but the walls of the cities resisted, and Hrodar's friends made a cold winter for the enemy.

When Hrodar heard that most of his enemy's armies were being withdrawn, he made great plans. When they were gone, he swept into Lakrene, prepared to assault and besiege the cities. Instead, they surrendered. He entered Darani and each city there too surrendered and paid a great tribute. Hrodar conquered all of Darani and, not wishing to be immodest or overreaching, halted.

In the Year One Thousand Six Hundred and Five imperial messengers came to Hrodar's court and demanded that he return all cities seized, to return all tributes and gifts and bribes paid to him or his people, to withdraw immediately from all occupied lands, and to abandon all titles based upon those properties. The seal on these demands was that of the Red Emperor.

Hrodar swore that he would resist the evil Emperor, enemy of Orlanth, with all of his might and life. He began great magics with his fellows, planning to call all the powers of Orlanth to help them. But the Emperor was too fast, and with a few friends swept into the hearth and captured the king. Now his might is held captive in a small clay jar, and his life dances inside a box of mirrors.

Eric Norallsson, King of the Bilini Crowned and reigned in the Years One Thousand Six Hundred and Five through One Thousand Six Hundred and Eleven

The Red Emperor named a former exile to be king. It was Eric Norallsson of the Oakstead clan, who had spent time at the court of Sylla. He was crowned, using the new regalia, in the Year One Thousand Six Hundred and Five.

King Eric did not like any Urox, and he ordered that they all depart or be hunted down. He showed off a pack of red hunting dogs which he had, and which brought back the four legs of a wild lion to prove their skill.

So the Urox worshippers left, and so did most of the Bilini. They went away to live with cousins in other tribes, or with distant friends, or to spend longer times in their distant grazing places.

In Sacred Time, before the Year One Thousand Six Hundred and Seven, the King sacrificed the usual trifle to the Disease goddess, and a phantom appeared to accept it and then demanded one hundred times more or she would come again in person to every member of the land.

And in the Year One Thousand Six Hundred and Eight Wowandor and the Stag Riders came forth at the head of a large chaos army. They were angry at the burnt fields and farms they found in Bilini, and went quickly to Relain, and on to Endeel before the first walls had been sealed. By the time Voranel was besieged reinforcements for the broos had arrived, and were spreading out around the countryside. A Syllilan army attacked, but found no enemies.

All across Lykrene and Talastar the Appeasers did not fall to old evils, which had been paid for over centuries, but to new ones. This was the origin of the Seven Problems, which pass out of this tale and into the Lunar Empire.

In the hills and among their relatives the Bilini people were unhappy and came together. King Eric was there with foreign friends and magicians. They discussed, then challenged, and it was a man named Ketil White Eye, later called Ketil Ericbane, who was champion for the Bilini. Eric was killed, and his friends held for ransom or slain.

Then the tribe went back to their lands, which had lain fallow for a year and were mostly ignored by the horde. They used their secret methods and scoured the lands of chaos foes. The Urox men went to help Lakrene. Because he had killed such an important man, Ketil did not dare to remain, and went away to become a powerful holy man.



King Hakon the Swimmer King of the Bilini, crowned in the Year One Thousand Six Hundred and Eleven

When Eric was dead, the clan chiefs came together in council at the Hold to choose who should lead them. The clans divided with harsh words over the honor of the tribes and the offers of the Red lowlanders. In the end, the clear speech and unstained reputation of Hakon the Swimmer made him the only candidate acceptable to the clan council.

Hakon the Swimmer possessed great character, and schooled himself quickly to great will. He sought peace and justice for his peoples, long wearied by decades of fruitless war between ambitious clans and ruthless leaders. His reign began well. He was respected and honored by his people for his fierce deeds and tender heart.

His wife, Gudmund the Golden, was of iron disposition, and even those who speak her ill admit the limits of her infirmity should test the fiber of any man or woman. Youngest and most prized daughter of Carrath the Javelin, clan chief and Skanthi king, Gudmund was smitten with the good looks and early fame of Hakon, and married him in the Year One Thousand Six Hundred and Six, despite the private quarrels of her family and kin. A fierce battle leader, Gudmund gained great glory in the desperate defense of Bilini lands against the raids of Wowandor and the Stag Riders in the Year One Thousand Six Hundred and Eight, but fell prey to the Wasting Disease, which sapped her vitality, and made her an invalid. Thereafter Gudmund was not less but more precious to Hakon, who indulged her ever after, not infrequently to his regret.

King Hakon made agreement with the Red Lunars to hold the forces of Dorastor at bay, in turn to receive assurances that the tribe might hold their traditional lands and maintain their Orlanthi ways. These assurances Hakon sought in acknowledgement that the Orlanthi had long proven their mettle against the scourges of Dorastor. Hakon granted his son, Renekot the Stone, the right to form a new clan and to establish his clan seat at Hazard of New Fortunes, a fort in Riskland along the banks of the Frog River and lying in the shadow of great Thunder Mountain.

To seal this agreement, King Hakon granted many hostages of his own family, and those of the leading Bilini families, and further gave away considerable land to the care of the Lakrenians. Many chafed at this concession, and would have preferred war, but they were overruled in council, and forced to keep silence. This land grant included some lands which were held by Hahlggrim's family, which incited them to hatred and violence. These grievances and accommodations with the Red Lunars earned the enmity of Hahlggrim and other proud, traditional hotheads. Policy, and later a feud pressed by traditional counsels on an unwilling Hakon, caused the king to persecute the defiant and disruptive Hahlggrim and his supporters.

Hahlggrim charged in council that Orragentes Calax, Dee Zola priest and Gudmund's physician, was the Red Emperor's agent. He produced no evidence to link this youngest Calax with the Red Emperor or any of his various agents of policy, but rumor and suspicion undermined the clans confidence in the king.

☼ **FREE LAND! FREE WORSHIP!** ☼ **The Red Emperor Declares Amnesty!**

Riskland be a Fertile, Splendid LAND of GENTLE VALLEYS and WOODED HIGHLANDS along a Great River. The Temperature of this Land doth well agree with ORLANTHI CONSTITUTIONS, the RAINFALL PLENTIFUL, the SEASONS MILD. This Land hath *Natural Vantage* over Most Places Known, with FRUITFUL SOIL, FINE PASTURE, GREAT FORESTS, ABUNDANT GAME, and RIVERS full of SPARKLING WATER and FAT FISH. THUNDER MOUNTAIN, *Sacred to Orlanth*, and other Great Mountains doth shelter the valleys from Foul Weather, and there be Many Days of WARM SUN, *even in Storm season*.

HAKON THE SWIMMER, Noble and Generous KING of the BILINI, *Foremost Tribe* of the Talastari Nation, bids his son, RENEKOT THE STONE, WIND LORD, GREAT-HEARTED WARRIOR, and SCOURGE OF CHAOS, to found a NEW CLAN in this *Favored Land*. BOLD WARRIORS, STOUT YEOMEN, and EARNEST COTTARS flock to his Wyter, hence known as

Clan Renekoti, Tribe of Bilini, Nation of Talastar.

LORD RENEKOT bids WELCOME to all who pledge Oath to CLAN, COUNCIL, AND CHIEF. Steadmen shall receive AMPLE LAND fit for Cultivation, an OX AND PLOW, and a SHARE OF SHEEP. Those who join his Warband shall gain COMFORT and SUPPORT, Fair PRIZES for the Boastful, and HOLY WAR upon the FOUL SPAWN of CHAOS until they have their fill of BLOOD and GLORY.

The Red Emperor Grants

**In RISKLAND alone, by PLEDGED ASSURANCE of the THRONE,
the WORSHIP OF ORLANTH *Shall not be Abridged.***

AMNESTY for Crimes May be Granted to *those who relocate* to RISKLAND.

Interested Persons should present Testaments and Bonafides to the TEMPLE OF ERNALDA or any
OFFICE OF THE LUNAR PROVINCIAL GOVERNMENT.

All communications CONFIDENTIAL by oath on TRUTH and DEATH.



from Farnhan's *Dorastor Journal*

In 1599 the explorer and journalist Farnhan traveled south from Talastar to Ralios with the Lunar Trade Expedition. Gaining the favor of Ralzakark by great gifts, he was then permitted to return, not by the caravan path, but by an eastern route along the foot of the Nangtali Plateau and into Riskland. On this journey he was accompanied by broo guides and guards granted by the authority of Manslime, a lieutenant of Ralzakark, King of the Broos, and so was exceedingly fortunate in seeing parts of Dorastor rarely seen by civilized men.

[On Entering Dorastor.] We traveled south through Kentylland to Old Wolf Fort, following an old road, greatly obscured. Many wild beasts were kept away by fire or slain by weapon and magic. Old Wolf Fort, a quiet trading post, lies on the southern margin of known lands. Beyond is Dorastor. We crossed the lines of ancient stones, each marked with faded runes. The Arkati laid these stones centuries ago to mark the boundaries of Dorastor. Their powers are still active, though the secrets of those magics are lost.

[Of Poisonthorn Elves.] We saw none until one appeared at our campfire. She seemed unafraid, but would not speak with us. At last we discerned what she desired — a ring of fine silver Edman wore. We gave it to her as a friendly gesture, upon which she immediately disappeared. In the morning Bannil — a man of fine tracking skill — could find no mark of her passing.

[On Ralzakark.] Ralzakark is in form like any man, yet with the head of a pure white horse, with a single twisted horn sprouting from the base of his equine nose. In speech and manner he appears a learned gentleman, but his magic power is clear to see. His monstrous lieutenants do not fear him, but lesser foul ones quail in his presence. He gnawed a raw haunch as he spoke with me. He bid me draw my sword and lay it at my neck, and never once did I think to resist.

When asked why so famous a HeroQuester had not yet joined the ranks of the gods, he answered, "Why should I covet the fetters of Compromise? Better to guide the freeman's plow in Dorastor than the thrall's rag in the Court of Heaven."

He showed great interest in the affairs of the Empire, and questioned me closely. He seemed most pleased with my gift of Jarrod's manuscripts, and gave me a safe conduct through the land for the

duration of the caravan season. He refused when I asked if I might diverge from the caravan route, but said that I might petition him again when I came through next season.

[On Demon Plateau.] Our guide said monsters gather here for spring muster to do Ralzakark's bidding and bring him tribute. I did not see this, as the season was wrong, but our guards said that thousands of broos might appear, and that challenges and mock wars would last for days.

[On Arkat's Last Tower.] The Lunar Empire garrisons this impregnable fortress. It sits on an mound 500m wide at the base and 100m tall. A narrow trail winds around the tall artificial mountain to the stone fortress on top, where a much eroded earthen dike encloses a rectilinear space 30m x 40m. Within the narrow gate is a courtyard which contains an ancient stone tower and a recently-built Etyries hostel. Merchants and travelers may shelter in the courtyards or the hostel, but creatures of chaos are not welcome. None but the guards may enter the central keep. Among the travelers here I met a venerable knight from Loskalm, a disgraced Lunar officer and servant of Yanafal Tarnils, and a huge, brooding Dark Troll. They say the physical remains of Gbaji are buried beneath the foundation of the mound, and potent magics and spirits guard these remains until the end of the world.

[On Kartolin Pass, Ralios.] Stayed the season in the fort in Kartolin Pass. Here in the Great Library are many ancient documents concerning Dorastor.

[The Return Journey from Ralios.] On return to Fort Wrath, we were not granted an audience with Ralzakark, but one of his chief lieutenants, who styles himself "Manslime", granted our request for permission to pass east rather than follow the caravan path. A squad of broo guards were provided as escort, ostensibly to protect us, but probably to see we could do no mischief. Broos appear to be impressed and intimidated by our receiving favor of Manslime and Ralzakark, and are extremely friendly. Some speak New Pelorian after a fashion. They gleefully told us hair-raising tales of terrifying creatures, describing their awesome aspects and hideous habits in loving detail. We know not how to read their faces, and suspected they were having fun at our expense, until a few produced odd trophies in evidence. Our guides tell us that when broos choose not to lie, it is a sign of extreme deference. The monsters showed great



interest in our Seven Mothers cult, and cheerfully shared details of their own depraved cults.

[From Fort Wrath Farnhan and his broo guides skirted the Ashflats to the north, passing through the Ghostdirt and along the talus slopes that mark the bottoms of the cliffs beneath the high Nangtali Plateau.]

[On the Telmori, the People of the Wolf.] By day these bear the forms of men, but they are enchanted werewolves on Wildday of the full red moon. Towering waterfalls tumble down the two-hundred-meter-high sheer cliffs that fall from the Nangtali Plateau's edge. Our guides say no creature has walked the plateau and returned alive to tell of it. No other region, save the Spider Forest and Tower of Lead, so inspired our guides to relate such fearful tales of dread and doom.

[On Ashflat.] We persuaded our guides to make a sidetrip to visit the Ashflats. No more desolate a landscape is found in all Genertela. Spells reveal the entire region to radiate intense magical weather. Near the flats a broo guide found a rough object and brought it for our inspection. We found it to be magical, but of unknown provenance and function. On close inspection it appeared to be a metal truncheon, but one marked and pitted like soft mud brick after years of weathering and wear. In our presence it shimmered with a weak light, though this was not evident until after darkness had fallen. The broo seemed concerned that we would take his find from him, but we were happy to leave such a dangerous thing to the misshapen brute.

[On feral broos.] Our broo guards take great pains to distinguish themselves from the feral broos that infest Dorastor. They say these untamed monsters of ignorance and passion wander the countryside, feasting on living flesh to stimulate their great phalli so they may insert them in hosts. They do not stop at subjecting the local fauna or greyskins, or their fellows, to their rapacious desires. Our guides even assert that rocks and trees can be made to serve their lusts. In this way the gruesome landscape through Rotground spawns mobile things of earth, stone, or gnarley tree which strive to eat anything which lives, often slowly devouring each other in a madness of hunger and lust.

Feral broos are fierce and cunning, but rarely know magic, for none will teach them. Those we have seen are small and weak, and often

grotesquely awkward, but perhaps the fittest escape us. The feral broos rarely know magic. Our civilized broos say some are captured and recruited into Ralzakark's households. One such brute accompanies us as a scout, and knows these lands very well.

[On Recruiting Broo to Ralzakark's Service.]

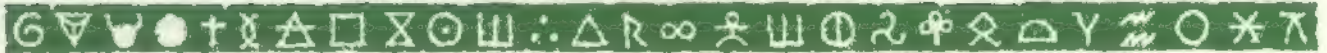
Ralzakark's lieutenants patrol the countryside, and whenever they sound their *Kallerhorns* it signals that the next day begins a competition for any candidates who wish to join their bands. Contests include killing things, making obeisance, proving potency, demonstrating magical potential, and solving simple logic problems. They sometimes even sound these contests when they are among the broo tribes, even though it always infuriates the broo chiefs to lose their best followers to Ralzakark. But such is the attraction of Ralzakark's service that broos often risk their own masters' wrath to enter the contests. Our guides made us to understand that any beast who fails the tests and does not go with the lieutenants is revealed to have betrayed his gang and leader, and is in for an especially hot time.

[On Ghostdirt.] Our broo scout led us close beneath the cliffs to avoid Dokat and the ghostdirt nearby. Apparently the very earth is haunted here by peculiar spirits. The broo shaman that accompanies us could not protect us, insisting they were not that sort of ghosts, but "dirtghosts." Shrewd predators often lie near these haunted soils to prey upon those seized by the spirits.

[On Slimedeer.] These remarkable creatures are like deer with slick gray fur. The head is absent, leaving a red, open wound where the neck should be. The creature's sense organs are clumped willy-nilly in a putrid sac which hangs below this hole. An acid slime slops from this sack onto vegetation, reducing it in a matter of minutes to a fetid, runny mass. A tongue then protrudes from the dangling head sac and slurps up the wretched mess.

The broos slew several slime deer and prepared them for our evening meal. I was hesitant to appear squeamish, so I tasted the flesh, which was, to my surprise, fairly palatable, though tough and leaving a vile aftertaste. Our gracious hosts later cheerfully cautioned us not to attempt cooking slime deer flesh, which they say is poisonous if incorrectly prepared.

[On Rotground] We pitched our camp on the boulder slopes beneath the cliffs. From our vantage



we could see the mists rise from the marshes as dusk fell. Early in the first watch we were alerted to the noisy approach of some large, clumsy creature in the tangles below. All at once the noise stopped, then, from perhaps 20 meters away, came ringing out, most incredibly, the most exquisite *castrati* voice imaginable. I could not understand the words, but I recognized the tune as "If All the Seas Were Tears," a Naverian air. I was inexpressibly moved. After repeating the theme several dozen times, the voice halted in mid-phrase, and the creature crashed noisily back into the depths of the Rotground. Never have I felt so forcibly the peculiar incongruity of Dorastor's hidden splendors.

[On Spider Wood.] The magnificent trees of this region are often over a hundred meters tall. They appear to be conifers, but our guides would not let us approach the woods for fear of the giant spiders they say live there. The broos maintained a pretense of casual indifference, but they remained alert and anxious as we skirted the wooded area. Our route took us through nasty brambles and difficult marshland, while the forest floor, from a distance, appeared to be open and easy to travel, so there must have been good reason to avoid it.

[On the Tower of Lead.] I was sorry not to catch a glimpse of the Tower of Lead, but the forest concealed it completely. I earnestly treated with our guards, begging to visit the site, but the broos say a host of sorcerors in the service of Ralzakark have claimed the tower as their sanctuary. When I questioned them further on this, I received the distinct impression that someone had ordered our broos to tell us this story, for the broos were most insistent, despite being able to offer no evidence, experience, or anecdote to support it. I often wonder how elaborately our guides have been rehearsed to impress us with Dorastor's dangers.

[On Dorasta Shrine.] Our guides left us without much ceremony to make our way to Dorasta Shrine, a small farming village most like those seen in the lowlands of the Empire. It seems scarcely possible that such an exposed site, with no natural or artificial defenses, should have stood for centuries despite the tides of Dorastor's chaos, but the people claim that their goddess Dorasta protects them from all harm. The fertile ground here is said to come from rich ash that covers the land. After the rigors of wilderness camping, our simple peasant's dinner and comfortable beds seemed exquisite luxury.



Looking Southwest Across the Ash Flats to Demon Plateau and the Rockwood Mountains



ANADIKI

TALASTAR

Nungaringland

Vegaringland

Tenlingland

Vasdalingland

Lingstingland

Bilingland

Kontylland

Copper Forest

Ash Flat

Fort Wrath

DORASTOR

KARIA

